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amiga FORCE

■ ISSUE 3

■ MARCH 1993

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SECTION 51



This month we've got playing games for **HOME AGE 16**, **WORKS** and **STREET FIGHTER II**, as well as some excellent **GOALING 3** tips. There's also the first directory, so you can find those last little shortcuts with ease.



READ ALL ABOUT IT



P Now, what is month? Making the transition from a bi-monthly to a regular monthly, although welcome, isn't as simple as it may sound. We've worked our fingers to the bone — playing *Street Fighter 2* — to bring you this issue... hope you think it's been worth the effort.

On the software front things have never been better in the Amiga sphere, with totally top-notch games arriving all the time. One thing that has concerned us recently, though, is the spate of reviews appearing in other Amiga mags rating games that are way off completion.

Since the software houses been granting 'special favours' to our mags, while struggling on along with a pack of five? It would appear not. It's an often-stated policy of many mags that only finished games get reviewed — but how often is that truly the case?

To be honest, for example, Renegade Software kindly invited me to their London HQ to see how work was progressing on the *Blitzkrieg Brothers* sequel, *The Chase Engine*. Although nearly all the game has now been coded, completed Renegade, only about 50% of it had been assembled into playable levels, but I was anxious to have a look anyway maybe we'd like to preview it? Well, yes, we would — but how many other newspapers/magazines will say what they're when so the basis for a full review? We wait and wonder.

Meanwhile, we'll stick to our principles and down the deadlines. Now it's time to get a copy over to a whole lot of other folks. Krusty's just been out, but we're not prepared to commence our intensity — at present — just to be the first mag on the shelves to feature the latest big release.

May The Force Be With You.

Steve Elliott —
Managing Editor

Does anyone remember the BBC kids' programme, *Physhead* (successor to *Physchoad*)? It was only a matter of time before someone dragged up the licence, and here it is — in all its educational glory (whoa! that's — GO).

Although it won't be of great interest to most AMIGA FORCE readers, we thought it was worth a mention, coz it's so well done. They've ditched the usual all too liberal approach and opted for random responses to add a little variation. It's

joyride or mouse controlled, and there's a total of 13 separate games included so boredom isn't something three to eight-year-olds (the intended age range) will complain about. It's not the loveliest package (C64 \$9 and a far more practical (although perhaps not as satisfying) than shooting your young ones through the head with a revolver with view to scattering them down.

A IS FOR AMIGA FORCE

IT ALL GOES TO SHOW...

Have you ever been to a computer show and found you'd rather help build a Lego space station? Perhaps you ought to take a trip down to Epsom Court during 22-23 March this year. Not only is there a welcome representation of all things gaming (namely the Ideal Electronic Games Show), there is also the Daily Mail Ideal Home Exhibition, both events being available for a single admission fee. There you're invited to help build the world's biggest Lego tower, as well as put for gold in the recommended Canadian Lest Lemon gold-mining town. So if you like a little diversity in your shows, perhaps you should store the £4 (if you're deemed as a child) or £7 (if you're a wretched like us).

However, don't blow your head too soon — why not stem some goodnights for the 7th International Computer Show? With over 150 exhibitors from Europe and the USA, there'll be a wide range of both exciting and newly-launched software for trial and purchase. Tickets are priced at £5 on the door (£5 in advance) and those financially less solvent (such as students, children and OAPs) get in for £4 (£3 in advance). It's being held on 16-21 February in Hall 1, Wembley Exhibition Centre.

Alternatively, if you can only attend one event this year, why not come see the AMIGA FORCE drive at the Live '83 mega-spectacular? More info in a future issue.

Ready when you are!



ideal home plus

TICKETS TO RIDE!

Computer shows are taking over the world. Seriously, you can't go anywhere these days without bumping into some sort of software demonstration. But if you're visiting them, this is the bit to read. We've got two pairs of tickets for the Ideal Electronic Games Show to give away to anyone smart enough to answer the following question:

Which month this residence could benefit from a fine hint and tips on a relocation and the prevention?

Answers on a postcard to: IT ALL GOES TO SHOW! AMIGA FORCE, European Impact, Luton, Shopping 5/8/83, LAM. As the event happens on 22-23 March, we'll be judging and sending out the prizes on March 15th '83, as Fred Forth would say. Book early!



STICKS... AND A LOG?

Know, renowned for their excellent hand-held systems, have just launched the Speeding Analogue version. For those of you unfamiliar with this concept, analogue joysticks can be moved varying degrees in each direction, giving greater subtlety of movement. This makes them indispensable for flight and racing simulations.

However, don't expect it to increase your 3200 scores. Because of the radically different designs, the analogue joystick will only work with software written to accommodate it. A few examples of these are F16 Strike Eagle II (Microprose) and Mig 29 (Comarc). These have built-in routines that allow your special stick to give the same control you'd expect.

Don't be disappointed if you wanted the traditional Speeding — it's still available through both Kees and all good computer-retail outlets. There's also the Navigator — again, a hand-held affair but with a different, pistol-grip design.

All three sticks handled remarkably well through the intensive playtesting we forced on them, winning our God-like gaming abilities to the maximum. As for the cost, expect the analogue Speeding to set you back £14.95, the traditional model £12.95, and the Navigator £15.99. However, you could just enter this month's competition (page 50) and attempt to win one of the 100 extra Kees are giving away!

With the new Amiga A1200 on the shelves, we thought we'd find out just what software support the machine could look forward to. An all afternoon session on the old story-and-tellery rig (don't secure firm comments of commitment for themselves) from the whole industry, but here's an alphabetical roundup of what many manufacturers had to say on the matter.

Academy's Alan Weisman was first on the phone, and he beautifully told a tale of woe. It's not that Academy won't be supporting the A1200, but that... after Wasek's we probably won't be supporting the Amiga at all. Although the game will be A1000 compatible, it looks likely to be our last release on the format — we're now

concentrating on PC and console product," he continued, adding: "That's one of those things that can happen when you're an Americanised company." Meaning, of course, that our country across the pond seem to have gone cartridge crazy, and that perhaps the parent company aren't too concerned about the welfare of us poor Brits. (Sigh)

Mike Cole from Alternative Software was as charming as ever when he happily confirmed: "Yes, we'll support the A1200. Being one of the smaller software houses who don't really commission directly as such," he pointed

BASKET CASE

Williams have always scored highly in the eyes of the coin-pumping arcade fraternity, with their machines invariably landing on the right side of quality. This time, they seem to have punched for originality and novelty value as their main development criteria.

Called The Hobbit, this mini basketball game resembles a pinball title, and plays like one of those punching games you see at the fair. Punching the button on the front panel launches the ball in the direction of the basket, although careful timing is required to execute accurate three-point shots and other such moves.

Another gimmick is the addition of 'win cards' — little receipt-like slips that inform you of your score and performance. This seems like a great idea to us, as we've all had friends down the occasionally astronomical scores you can get (usually when there's no one watching to back you up afterwards).

All in all it's a strange conglomeration, but somehow we don't think there'll be an Amiga conversion. It's worth at least one go if you see it, though — it only to remind yourself not to play it again.



Before printing...



...check per centage...



...and eliminate unnecessary...

out, "we have to wait and see

what our various programmers come up with. I will say this though," he stressed, "all future Amiga releases for the Amiga might be compatible before we'll release them." And you can't say later than that.

Accolade's spokesman Gil Dennis was typically vague about the whole question, simply stating "We're not doing much floppy stuff for the next few months. No firm decisions have been made, however, and we're still assessing the situation." Make of that what you will, all we'll say is: where is that copy of *Blat*? Is *The WordyQuest* postponed, and when exactly will *Alan* 3 be completed?

As helpful as ever, **Code Masters'** Richard Dody proclaimed "Code's well do their best to ensure that all games are compatible, while A1200 enhanced versions will be taken advantage of as the products are developed." Richard also added that, although "no firm plans to develop A1200-only software are there right now, we are looking into the possibility."

Another Richard, this time **Core Design's** energetic Mr. Barclay, had this to offer "Compatibility? Well, to the extent that all our new games will be compatible, yes! Although at this stage, dedicated A1200 programs are only something we're thinking about."



Comet's Melissa Emma, who's remained charming despite a cracking cross-channel phone line. The Penn-based software house had, she said, "no plans ahead. But that doesn't mean we won't," she was at pains to point out. "We're not waiting to see when happens decisions I will be out by the end of the year and logically that will be compatible." But what she couldn't tell us was how many... we will appreciate the delay.

Simon Jeffrey painted a very rosy picture of the 1200's future from his 10-hour sleep within the bowels of **Electronic Arts' HQ**. "A special 1200-only version of *Deluxe Paint IV* is already complete," he enthused, "and our next game—*Syntheside* from programmers in Bellingham—will be available in July—in two different versions! So yes, we're right behind the machine. (Good news indeed, says us.)

A mythical Marissa from **Enigma** chuckled "All our games will be compatible, but every one of our programmers is sleeping on the effects of the last American software convention so I'll have to phone back with first details!" Cheers, Marissa.

Heidi fornicia Collin Courtney confirmed **Planet Software's** commitment to the new A1200 with these words: "Yes definitely. *Diets* and *Curly Soccer* will be our first two compatible releases and, yes, we're seriously looking into the situation regarding A1200-only product."

Good news too from **Grandstream's** dynamic Dave Birch: "We'll be seeing off with a 1200-only version of *Alien Pabo*," he quipped, "and we're already two more A1200-only games underway: a two-player called *Demolish Second Of Mander* and, later on, a motor-racing game." Dave, our breath's saved, mate!

Ice Software's Deborah Isaac also had encouraging news: "Although our next two releases won't be compatible—they were developed before the details of the A1200 were available—all later releases will be. Regarding A1200-only games, yes, we will be producing some, probably! Nice one, Deb, and we bet they'll be the best game games in the world... probably!"

Millennium's Product Development Manager Tony Fagerman can't get enough of the A1200: "It's an exquisite machine, just great!" he beams, but let's face it, he should know what he's talking about! But what about games? Tony? "Well, all our new releases will, of course, be fully compatible while we're still looking into the prospect of dedicated A1200 stuff." Tony Mutt, Simulation experts Microscope would, you'd think, be able to fully use the A1200's capabilities. Our friend Emma at the Microscope HQ is inclined to agree—"...but we're waiting for the Hired Disk version of the machine to become available before committing ourselves. When it does, though, we'll most certainly

support it to the hilt." We can't wait to see the fruits of their labour.

One of the country's largest—and richest—software houses, **Ocean** had about the best news of all. First off, *Out Runners* (who looks after their bugs releases), told us, "We'll make all of our Hit Squad releases compatible where possible, and from now on we'll be putting stickers on every new release detailing just which Amiga's the games will run on." Which is all well and good, but then Looking, Ocean's PR spokesman, had even more to say: "As it's such an excellent machine," he informed us, "we're launching Amiga A11, our new releases will be developed on it. We've been using Super Nintendo until now, but the A1200 has a higher resolution, is so much better all-round, than from March all games will appear on the Amiga before any other format." Just good news, Ocean—trial I have those crazy droops smiling on the other side of their pocket marked down!

Finally, late in the day, we managed to get down **Paragame's** Abby Harris: "The games we're currently working on are unlikely to be compatible," she said, "although all our future releases will be." But what about *Demolish Soccer* (the A Team's all-time favourite game)? we asked? Well you do a special A1200-only version? Oh good! You'll just have to wait and see... with the tantalising suspense.

So there you have it. We haven't talked to everyone in the industry yet, but the word only ever intended as an inside tip-in-the-water type thing) and, as such, we feel that come the summer it may well be worth a dip.

So far we've seen nothing apart from the A1200-only version of *Grandin's Zook*. A great game in the first place, the company put it detailed soundly backdoor behind the action of the 1200 edition which, despite looking very pretty and showing off the machine's technical excellence, we feel just gets in the way! Buttons and sliders are hard to spot against the background making progress frustrating, and the different sound effects and samples making use of all that extra memory don't seem to fit the action quite as well as they should. They did sound amazing though.

And when the A1200 gets more software of its own, we'll keep you updated. Good or bad news on Microscope, you can be sure of one thing—we'll tell it like it is!

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MASTER BLAST

There's nothing quite so satisfying as blasting things to bits reckons Ben The Boffin, games tester for Channel 4's brilliant Big Breakfast, although terrorising your neighbourhood with a Katashnikov is liable to get you into trouble! Instead, why not relieve your frustration on one of Ben's top twenty shoot-'em-ups of all time (unless you live next door to Jeremy Benda, of course)?



THE BIG BREAKFAST

10

AP ■ MARCH 1993 ■

APIDYA

■ Play Byte

■ Forget fly spray, killing pesky-crawlers is much more fun in this horizontal shooter. And the badies are the real stars of the show. Wasps buzz around the screen, marigolds climb up and down plant stalks, giant slugs pour out hundreds of bullets, and dung beetles even throw their squiddy balls — we're used to getting all kinds of s**t thrown at us in shoot-'em-ups but this is ridiculous! Anyway, it all makes a refreshing change from the usual spaceships and aliens, and the plant-filled backdrops are a lot more attractive too. Though stray bullets can be hard to spot.

Power-ups are essential to get anywhere. Collecting flowers dropped by dead bugs highlights the next most powerful weapon (can of the base of the screen). You can either raise the current power-up, or collect more flowers for a better one.

Beautifully presented and incredibly complex, Apidya's a game to really bug you.



BLOOD MONEY

■ Sizzlers

■ As with many good two-player games, Blood Money is a game of cooperation to beat the baddies, but a also competition to outlast the cash they leave behind. This is spent in the regularly appearing shops to buy all manner of multi-way missiles, energy, and lives.

The horizontal scrolling occasionally switches to vertical, forcing you to squeeze through passing gates. Despite the slow pace, the sheer number of enemies and gun emplacement make life difficult for our sluggish crew.

Each of four levels has a unique look and feel, enhanced by a change of viewpoint, background, soundtrack, graphics and spacecraft. You even get a choice of two starting levels, but completing just one is an epic challenge.



BLASTEROIDS

■ Kixx

■ This updated Asteroids adds a neat cooperative two-player mode and a much better long-term challenge. The trials playing each of up to 16 sectors per galaxy. These contain various enemy ships, and different sorts of asteroids. Including expanding peccorn ones and others

containing beaches which turn it an your ship!

A choice of three ships and a host of power-ups make things more interesting. The latter include a cloak of invisibility and the spectacular Repstar which spins your ship, sending streams of fire. Two players can even dock their ships together to split power. Good fun.





FIREFORCE

ICE

■ The horizontally scrolling, run-and-crawl action is reminiscent of the ancient Greek *Ikara* Shootouts with enemy soldiers are realistic, with your gear doing for cover from rolling grenades and gunfire. You can't go blasting (not) like Rambo, as ammo is very limited — mine (and not a weapon) can be found by searching dead bodies, or exploding buildings. Tension is further increased by a tight time limit.

12 missions range from an assassination to blowing up a bridge. First you must select the right equipment from the armory containing guns, rocket launcher, grenades, etc.

It's a great game for those who like more thought to their blasting. A Save Character option adds long-term appeal.



ERS



INSECTS IN SPACE

21st Century

■ Probably the most affordable than spite ever. (I) Heli is a big girl, and Heli too (Heli) with it. However, the up-front graphics are overshadowed by convulsive Detective style gameplay.

On each wraparound, horizontally scrolling level, babies are under attack from nasty bees. You must prevent them from picking up and stopping the little bee.

A level is provided by the double nature of the levels: there are two landscapes (the top one upside down) each containing five babies. So you must scroll up and down to patrol both areas — a useful aid here is the warp (provided by holding down fire) fly into it and it transports you to where a baby is being grabbed.

Shoot a bee while it's carrying a baby, and the latter drops back to earth — catch the little bug net before it spins! You can either return it to safety or collect several babies before flying into a warp (while pressing fire) to collect a weapon power up or skip several levels. It's all incredibly addictive.



FEATURE



JIM POWER

Loricel

■ The ultrastick platform shoot 'em up features stunning pixelated scrolling of incredibly colourful backdrops, excellent character animation, plus a soulful (Gina) (Turner) Holbeck soundtrack. The muscular hero emits some wonderful grunting speech as he collects gun power ups and bonuses. The latter include clocks to top up the time limit, temporary shields and keys to open doors.

As well as wild beasts, birds, and dragons, there's a plethora of traps: acid drops, falling barrels, spikes, and flames are all lethal. It all looks very pretty, and the platform jumping leaving a pretty addictive too. Add to that alternate jetpack flying levels and eye-popping and of level guardians to annihilate and you wind up with an excellent blast.



LLAMATRON

■ Shareware

■ Jeff Meier's animal fixation continues in this barnyarder based on the Robotron cloning. Your feline fires its lasers at the weird baddies (Coke cans, exploding hedgehogs, Rola-poppers) which soon fill the screen. The feline's automatic firing enables you to hold down fire to look as distant, so you can shoot a different way to the one faced.

Not only is there a great two-player mode but you can even be assisted by a computer controlled robot! Whatever way you play, it's our psychotic (Psychodelic cat) — 602 playtime. The primitive graphics and outspace sampled sound effects add to the fun.



MIDNIGHT RESISTANCE

■ The Hit Squad

■ An impressive conversion of the classic coin-op, this military romp is another enjoyable two player game. Knocking out enemy tanks while keeping over platforms and crawling along number platforms is great fun. The ability to rotate your gunline 360° by holding down fire and moving left/right makes control tricky at first, but adds an extra dimension to the action.

The starting bunkers look a little overkill, but there are some nice traps, mounted cars, and tanks requiring loads of hits to kill. Weapon power-ups come in handy here, including a flame thrower, smart bomb, missile-launcher, and depleted multi-way gunline. These aren't collected but unlocked from the end of level cabinets using keys dropped by dead baddies.



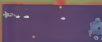
PROJECT-X

■ Team 17

■ This no nonsense horizontal shooter has waves of aliens pouring onto the screen — shoot 'em all to reveal a power up. Collecting one highlights the next more powerful weapon-effect at the base of the screen. As in Asterix you can choose to collect what's on offer or wait for a better one. Speed, guns, missiles, plasma, side-guns, magnets and lasers can all be improved several times.

At first, the game is very tough, as you try to kill lightning fast enemies with basic gunfire. Collect some decent weapons however, and it gets slightly easier. Be warned though, speding enemy bullets is tougher when the screen is clogged with explosions. And when you die, some firepower is lost.

As an acknowledgement of the game's toughness the cursor option and easier rocket mode, a good introduction to a fast and truly furious shoot 'em-up.



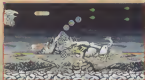
R-TYPE

■ The Hit Squad

■ Though technically outshined by more recent contenders, this old favorite's playability is hard to beat. Most impressive is the range of power-ups, most of which can be used simultaneously. Gradually aiming yourself to the left adds much to the appeal.

Much of the game's strong tactical element involves using your beam weapon (by holding down fire) and protective drone to unleash. The laser can attack to your ship's front or rear, or be sent forwards to knock out enemies — especially those nervous and of level fighters.





ST DRAGON

■ **Klax**

In Not a bad version of the obscure coin-op, this horizontal scroller's main novelty is the dragon under your control. It looks more like a snake with its coiling, butter-defying tail. With clever maneuvering you can coil this tightly around the dragon's head for near invulnerability.

If you can resist this temptation, it's a fair old beat with attractive backdrops and scorefills of enemies. Most impressive are the large leaping cheetahs and spectacular end-of-level crashes — the first one's a laser-splitting bull!



factor
74%

SWIV

■ **Klax**

■ The best vertically scrolling shoot-em-up of all, this is pure fast-paced blasting fun, just to finish. A cracking two-player mode adds even more explosive mayhem. The amount of things happening on screen simultaneously is

incredible. One player flies a chopper which can easily fly all around the screen, firing forwards. Though he controls a jeep on fire in any direction. It has to avoid deadly ground obstacles and cross bridges over rivers etc.



As well as providing superlative graphics and sound, the technical excellence extends to an innovative continuous data recording system. So there's no time to take a breather between levels. It's nonstop action all the way, on one vast landscape. And all for under a quid.

factor
94%



SILKWORM

■ **Tronix**

■ This brilliant horizontal scroller features well-designed levels and a great two-player mode. As in the Laser Sens, this is made more interesting by the different vehicles one player pilots a helicopter, the other drives a jeep. The latter is less maneuverable, but compensates somewhat with the ability to rotate the gun in a 180° arc.

Even so, it's harder playing the jeep — unless your controls help out by shooting some of the ground-based enemies. Mind you, there are more than enough aerial foes to keep both players busy, and on later levels the action erupts into total destructive mayhem. Devastatingly addictive.

factor
90%



STAR RAY

■ **Logotron**

■ This golden oldie is parallax scrolling and crisscrossed sound FX aren't so common nowadays. But the Delinoid-style parallaxry's as enjoyable as ever.

Far from being a faint-and-famous blast, Star Ray mixes more on tactical, skilful shooting to prevent alien ships landing on your generators

and sucking them dry. Mindless blasting gets you nowhere — destroying power-ups and damaging using bombs into dangerous dry places. Contact with enemies and bullets rapidly depletes your energy — you only have one life, so you've got to be careful.

The slow game pace they not appear to some, but it's well designed and by no means easy. Well worth the five-pond price.

factor
78%

TURRICAN

Kick

Never has a hard boss so well equipped. Turrican's weaponry includes grenades, mines, energy lines, gunfire, and that famous laser sword which is rated 330° Power up, before extra lives, temporary invulnerability, and rock-bouncing mobility fix.

All this firepower is needed to deal with the badies which swarm all over the epic multidimensionally scrolling levels. Different weapons come in useful for defeating different enemies, but you need the lot to kill the massive and off-level dudes.

Turrican's got the lot: graphical and some excellence, enjoyable exploration, intense blasting, tactical use of weapons, platform leaping — there's even a vertically scrolling section.



TURRICAN 2

Kick

Bigger and better than its predecessor this block inside adventure gun blaster even has point-to-a-horizontally scrolling shoot-'em-up with the hero playing a spaceship.

On other levels, he's even better equipped than before, with a sci-fi up laser sword and stunning power-up bombs in a pregame form he zips around the screen in a destructive frenzy.

Most impressive are the superbosses which crop up not just at the end, but in the middle of levels too! (Some of these are several screens high — a programming feat unequalled in any other game.)



VENUS THE FLYTRAP

QBH

It's not exactly the latest, most famous horizontal scroller, but Venus has a certain charm. As in Akalabeth the theme is bugs. You play a robotic fly which can't fly, instead it crawls along leaping into the lot to reach higher platforms.

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WICKED

Electric Dreams

This shoot 'em up with strategy game features some unique single screen action. You control a gun, blasting at the resident large badies, and the corners for events. However, he's really just an annoyance — the main gameplay involves collecting good (orange) growth, as it eventually conquers its evil (blue) counterpart. As well as shooting bad growth you must collect and plant the good seeds which regularly appear to create more growth, gathering points. In addition, evil seeds must be destroyed before they turn into plants.

It's a fascinating, hectic little game, made more interesting by power-ups/effects and the daily cycle. In daytime your growth is quicker, at night evil dominates — so the balance of power shifts one way, then the other. Truly absorbing is the thinking person's shoot 'em up.



XENON 2 — MEGABLAST

Blissup

Area/Renegade

With a thumping Bomb The Boss soundtrack (promised as a single) and imaginative graphics, this is a very slick shoot 'em up. Not that the vertically scrolling sections are any less impressive. There are always plenty of enemy ships waiting around the corner, and the superbosses are truly impressive — especially the giant spider.



Thankfully, your ship can be armed to the teeth by picking up weapons and power-ups dropped by dead aliens. However, the really powerful armaments are only available in the occasional shop, where collected cash is spent on firing missiles, mines, flame-thrower and the spectacular Super Nazturm Power (though this only lasts ten seconds).

Even so, five extremely tough, rated levels provide a big challenge. It's a megaboss, all right. Watch out for it on the forthcoming Blissup Area Volume 2 completion.



Z-OUT

Kick

A big improvement over its long-winded predecessor. Of our two two player horizontal scrollers, it's very polished. It's much faster-paced than P-Type, though the power-ups aren't as good — especially in

two player mode.

The speed of the action is impressive, enemy ships and aliens zip around the screen at a frightening rate. So the built-in auto-fire feature comes in handy.

Despite the high technical quality, the gameplay somehow lacks that ingredient X to make it really special.



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ADVANCED COMBAT

Want to add a little spice to your battles? Advanced Combat might tempt you to reprodicate.

Team Melee will find that you're there are right fights awaiting a soldier for your attack. Pigeons, bees, and even fire ants for defending. On each round of combat players secretly select a card. Both are shown together and the attack is executed, as if your card attacks the first and your opponent's the second round and so on.

If you missed. If you attack bees and be defended by bees and bees, you've scored a hit and can scratch an "X" on your spot. When an Advanced Combat card is exhausted, add them on and start again with a hit hand. Like basic combat the battle continues until a combatant is killed, though if both fighters die in the same round puns are exchanged but no slates are won.



BARGAINS GALORE

Robyn Seller's Trading Post is one of the best-known landmarks of Virginia—perhaps that's why it's as common as mud in the Bluebonnet Capital. The eight Monocacy Treasures of Virginia are sold here. Just scratch off two spots, and if one's a treasure and the other's a sum of money, you can buy the artifact in question. If not, sorry—sold out!

To buy the treasure you need the necessary cash. Cheat, reward credits, scratch fighter's purses, and to the publishers and they'll send you the treasure card as a question.



All ten names of the Monocacy Treasures are listed on the "Scratch and Buy" cards representing various body parts.

Combat cards are awarded using scratch-off money.

For this reason, the Monocacy Treasures card contains cards for getting, and the artist's Monocacy Treasures.



THE ART OF THE MATTER



Artists are illustrated by some of the most famous artists in the business, such as Lee Edwards, Peter Andrew Jones, Ian McCay, Terry O'Neil, Alan Craddock, Glen D'Amico and Woodruff. They're already well known for their work on Fighting Fantasy.



STREET FIGHTER II



■ What makes the game stand out from other beat-'em-ups is a host of spectacular special moves, like Honda's Thousand-Fong Step, Chun-Li's Spinning Bird Kick, and Blanka's shocking electricity.



Whipped to the belt, I can't say I was that enthralled when the limited version of Street Fighter II finally arrived at the office. Early copies were tagged as buggy, apparently thriving on bad moves in other ways — we decided to make our judgment on the first version even if it meant we were scooped — although US Gold have generously offered to replace buggy copies at no extra cost.

I seem to be the only person at the office who didn't play SF II in the arcade and, as such, I couldn't help wondering what all the fuss was about. Surely it's just another beat-'em-up, isn't it? Wrong! This is THE beat-'em-up, or, at least all others, especially in the way that each fighter has their own play and zone. Like the old paper-scissors-stone game, it means that no matter how competent a combatant it is, they're always going to be beatable, if you continue getting trounced, simply select a different fighter until you discover which one best deals with your opponent. Great on your own, even better with a mate. In this instance it plays if you GO before the light!

■ US Gold, £27.99

The Christmas hype was enough to make anyone tick (if they weren't already after eating all those mince pies), but you have to admit: Super Nintendo Street Fighter is a damn good game. I certainly enjoyed getting beaten up by my neighbours at home, so the £25 price tag is harder to swallow than a lukewarm bone.

Enter the utterly more affordable Amiga version. For those unfamiliar with the game (what planet are you from?), it's a one-on-one beat-'em-up in 2D genre which has long been handsomely furnished. It boasts an enormous preponderance with the inclusion of eight extremely varied combatants, each with their own unique fighting style and a host of special moves.

For example, Blanka is a Brazilian rain forest monster who, apart from plenty of standard leaps, punches, and kicks, can electrify his body to fry his opponent. He can also perform a nifty rolling attack, and even bite his opponent on the knee!

Of course, performing the innumerable amount of moves (about a vast array on the SNES using as few as five buttons). The big challenge for an Amiga conversion was always going to go how to achieve the same with a single button. Well, programmers Creative Materials have done an admirable job. On a normal joystick, you can access moves with most of the eight directions (punches in forward directions, kicks backward). You get





■ Heads falls gravely with a Super Head Butt (below), while Indian guru Dhalsim stretches his mind (and his legs) to beat you (right).



RAVE REVIEW



■ The coin-op's bonus sections are even included: farming oil drums (above), rolling barrels (below), and car smashing (right).



■ Some of the characters can produce fireballs (above & left), but we still love Chun Li the best!



■ Having played and been suitably impressed by this on the Super Nintendo, I decide I wait for the Amiga version to come out. Well, here it is and it's something of a double. All the sampled sounds and wonderfully detailed graphics are there and the action still remains as fast and furious as ever.

Possibly the only thing that could prove Street Fighter II's downfall is the control method. With a joystick (and their multiple fire buttons) control becomes simply itself after a few turns. Unfortunately, as most Amiga owners use joysticks, I can envisage a fair few intrepid fighters struggling to access those special moves. Now I know what Ryu means when he shouts 'hadoken'. However, it must be said that it's been worked out as well as it could.

Beside this minor flaw, I'd still say SF II is the best beat-'em-up I've ever played. The Amiga, with the second best two-player option of all time (Double Dragon), is a real winner. **A**



different, mostly depending on whether you're standing, crouching, or jumping.

Things are slightly easier on a two-button joystick (you can use a key) and Nintendo controllers (but extra buttons aren't utilised by the Amiga's joystick) with one button for punches, the other for kicks. Alternatively, you can use a combination of joystick and keyboard — or even just keyboard if you prefer.

In addition, when you're very near to your opponent you can perform a throw or hold leg. Honda's last throw — same character can even do throw in mid-air. One or two obscure moves are missing (eg. Blanka's rock crush, but it's hardly noticeable during the frenetic action).

As in the SNES game, each character's two main special moves are accessed via rapid fire pressing a sequence of directions — some quicker than others.

Reviewed by: **DAVE**

I found just a normal joystick adequate — at least after a bit of practice to try out all the combinations. Unlike many late beat 'em ups, you can't rely on one or two moves to defeat computer opponents — even on the easiest of ten difficulty levels. After choosing from the eight characters, you take on the other seven each of which requires different tactics to beat (see our comprehensive playing guide on page 68). If you manage to beat them all, you get to

fight four even tougher gamers with spectacular special moves.

While the solo game is one hell of a challenge, the two-player mode is where Street Fighter II really excels. Trying out various combinations of characters (on different backdrops) is a great fun, even if you do have to wait a short while to load them. With the game's four disks, As in the SNES version, a handicapping system allows novices to compete against experts, and after each bout of three bouts, a table shows the number of

victories/defeats/losses with each character.

Having played both versions extensively, I can say that the Amiga one is just as competitive, playing almost identically to its console counterpart. Graphically it may not

have all the finesse of animation, but note would be long-haired disk is missing unacceptably. The backdrops, while not as impressive as the console's smoky ones, are attractive enough — apart from some very scrolling. Sound flows better, with crutching FX and sampled grunts and speech.

It may not look quite as pretty, but by almost 400,000 less, you're getting an almost identical game. In fact, it's even gorier, with the inclusion of the coin-op's car- and barrel-smashing bonus sections!



“Playing almost identically to its console counterpart”

■ Choose from eight costly different characters for your money (whatever happened to the car park?).



JUST AROUND THE CORNER

Post-Xmas

hang-overs

are usually horrid, but there's one sort we love. They're all those games that were meant to hit the shelves in time for Christmas, but were somehow delayed and are only now emerging from Santa's sack. Far from being bad, this is, in fact, a very good sign that the software companies have taken time to develop products fully, rather than rushing them out for the lucrative Yuletide buying frenzy. Just take a look at the goodies coming your way...

THE CHAOS ENGINE

■ Renegade

A last! This eagerly awaited shoot 'em up is making completion and it's going to be a classic. With a plethora of enemies, and weapons to shoot them with (simultaneous two player mode and CPU assist), Chaos Engine's going to be one of the most violent and frantic beats seen on the Amiga so far.

While the basic game formula is well, based, that's no problem when the Demig Brothers are around. You've all seen how they took the vertically scrolling theme and made Xonox it (one of the greatest shooties ever), so there's nothing to worry about in the action stakes. As soon as the FULL version comes in, we'll give you a review. Until then, you'll have to look at these lovely screenshots.



CAPTIVE II

■ Mindscape

Press releases are often taken with a pinch of salt. After all, a company's hardly going to let the faults in their forthcoming releases, and it's all too easy to use the English language to its without actually using any untruths.

So, to and behold, another little informative wonder wringed its way into the AMIGA POLICE offices. Initially we were sceptical, secondly we were puzzled, thirdly we were amazed —

Captain it sounds good! Here's an example: the game is played in 4 096 randomly generated tiles, each with nine segments, most comprising over a thousand buildings!

It's got to be the ultimate role-playing game. Taking control of four (choose 1) a year mission to rescue people imprisoned by the corrupt 'Blisscop'. We can't wait to get working through the delay, and with a release date of March we haven't got that long to go!



ALIEN 3

■ Accolam

Personally we thought Alien 3 was the weaker of the film games. Although the special effects were good, and the director tried to go for the 'less is more' idea, it was a little disappointing. If you've got any idea of how the plot went, you'll know the fastest didn't have any guns — which is why they had such problems with the beastie.

However, using a touch of artistic licence, the computer game is an arcade shooting hybrid with loads of aliens and multiple weapons. We were impressed by the Mega Drive version, and over the moon to hear it was being converted to the Amiga. From what we've seen of it so far, it looks to be a must buy, with threatening spiders being blown to kingdom come, looking and sounding as they go. It all looks very promising, although the sampling seems to have taken a knock during the conversion.



EURO SOCCER

■ Firix

As the software industry has developed, many attempts at bringing the perfect arcade soccer game to a home computer have been made. After all those years, a game called Sensible Soccer arrived that, by all accounts, kicked the opposition off the field and blew up its charging rooms.

Could Euro Soccer be the one to supersede even Sensible? The case in view is a departure from the 'Goalie' According To Ron Cill (Sensible's overhyped view of a many a perceptive product) and the addition of perfectly shoot out and overhyped goals could make for some interesting action.

Unfortunately, it arrived a little too late for review (but be assured, we'll be comparing it with the opposition during the weeks up until about four



SOUND BANNER

SOCCER KID

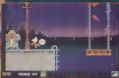
■ Kriszalis

Sensible Soccer meets the forthcoming Arabian Nights? Maybe so, but the Soccer Kid demo we've played looks good enough to be judged without endless comparisons. Both original and enjoyable.

gives an interesting twist to the platform genre as well as plenty of opportunity for ball control.

As you'd expect, the plot is on the right side of silly (or should that be wrong side?). Detaching the shirt of the World Cup by an alien pyroder. After the Cup's been subsequently shredded and the confetti in an different world locations, it's up to the football mad Soccer Kid to retrieve and re-assemble it.

Surprisingly obscure? Fortunately the developers helped the neth team off their mouths after writing that little bit and came up with a serious contender in the best Amiga platformer stakes. Hopefully it'll arrive in time for a review next ish and hit harder than a Stuart Pearce free kick in the lower abdominal area. Or something like that.



CHUCK ROCK II

■ Core Design

After the tremendous multi-format success of Chuck Rock, it's sequel was pretty inevitable. Perhaps the only problem (as we saw it) would be changing the game sufficiently to make it a progression, not supposed to the usual stop-and-go (or back-and-forth) event.

After finishing his adventures in the first game, Chuck used his shrewd business mind to market a new design of prehistoric cars. His company, Ford (goat?) became a raging success, and the future looked bright. Unfortunately (and the brilliant introductory sequence details that), Chuck was kidnapped by a rival manufacturer desperate to slow out the competition, and it's your job (as Chuck II) to save him.

Chuck Rock II looks to do what the old Amiga attempted, by being a true console-style platformer to the Amiga and make it sit stylish as it should be. After all, the Mega Drive is a brick, and we can't have the Amiga outdone by that, can we? The demo version we saw was running smoothly and played very well, with some outstanding graphics. Hopefully, this won't mean hours of disk accessing — but if it does, it'll probably be worth it.

PREVIEWS



BATTLETOADS

■ Mindscape

Three Muzed Ninja Turbines? Pahl — how could they be teenagers when they don't sneeze? Do any of them argue with Splinter about toying their room or staying out late? They were also a tad wimpy and compassionate — every time, the bird guys would. Battletoads is a truly uncool.

Well, the Battletoads look to stick a finger up to those infamous reptiles because (according to Mindscape) they don't cry, hide, or call for help. Battletoads get real MAD — and then they get even.

The three toads (namely Zitz, Rash, and Pimple) have to rescue the best looking princess this side of the Madalisan Star Cluster. To do this, they've got special weapons and moves from the dodgy-sounding Battletoad Bull to the slightly more standard Space

Boards. Of course, the simultaneous two-player option will offer opportunity for extra violence, and the 12 levels should offer a lasting challenge to all those willing to grasp the nifty OpenBungie!



GALACTIC WARRIOR RATS

■ **Alternative Software, £9.99**

This plan-view maze game invites lots of shooting and a fine strategy. You travel through holes in the floor to different levels and log onto computers to get extra weapons and power-ups.

Quirky familiar? You get your money's worth gradually in doses — remember, Option (Invulnerable) isn't! Plus a fine editor of the map. That's not to say it's a particularly fast game, far from it. For a start, there are more weapons to collect, all with their own power and characteristics. There are added during the rilly, willy action, where you are often attacked by rats' battle-robots. Obstacles are taught in the ending runs of the maze, while wandering through maze graphics interior to Option.

The rat-on-a-pace

A lot of rats enter up your three lives, and you can swap between three at certain terminals. It doesn't add much to proceedings, but you have to be careful during settings. After all, you don't want to spend all of your money on one rat only for him to get killed, leaving the other two unemployed.

Rats aren't complicated to look at or listen to, but they're a serious threat. The struggle is each of any various levels. If you own the game for this, you've probably seen all they have to offer. Nevertheless, Rat offers better value for money than Option which undermines the graphical gifts.

Features: control identical gameplay

TIP TIME: Don't attack with all guns blazing — take behind scenery when the enemy fires, then pop out to blast the tail end of them.

BUDGET BARGAINS



■ You won't be screaming. If you buy this budget better. The blurring combat scenes are really colorful-there after, with you taking behind scenery to avoid enemy fire. Most impressive is the array of weapons and obstacles to add to your weapon. The ability to swap between your three rats adds an extra tactical twist. Even though searching algorithms levels eventually gets quite frustrating, upgrading your weapons to face tougher battles is an

excellent prospect.



ROBOCOP 2

■ **The Hit Squad, £7.99**

A s more licenses go, this one serves the public trust pretty well. The futuristic version of the Tin Man boasts a robot as glib as he roams through epic, multidimensionally scrolling levels, searching for corrupt cops, captured and hostages. The robot must be rescued, so careful firing is needed not to kill them (and incur an energy loss) — a tricky task when you're being shot at from all sides.

Robo's energy level is represented by a Coke can (gradually getting crushed) — so frantically he can replenish by collecting the sugary soda pop from drink machines along the way. Other notable features include the conveyor belts, hover packs, and weapon power ups for up to five-way fire.

Features: unique

After repossessing an old warehouse (by no

means on easy task), you get a brother in a multi-style pistol game, retooling Robo's faulty memory chips without backtracking. Following a customising firing range, the frantic action continues in a massive freeway where you can even drown in a vat of alcohol — what a way to get another purple game and firing range. Robo faces

Hit Squad because FD 204s, and an

unusual combination with the old

RoboCop 2.

For under eight quid, you sure get a lot of game for your money. The main arcade-adventure levels present a huge blast, am up challenges, while the more thoughtful side levels add great variety to the action, just

like Mike. RoboCop 2 offers instant gratification and long-term goals.

Features:

TIP TIME: Don't shoot the walling grenades — rescue all ten from the first level and you'll be rewarded with

unusual life.

■ **RoboCop 2** is a fairly good game, with a sequel of well-constructed action, shooting the living daylights out of one another. The action is frantic, with large levels offering lots of fun in between.

However, some annoying obstacles ruin it all. On doing press, frustration sets in for the low ratings. The game is a bit of a control machine, a thing you can jump straight up into the air, two make jumping between the platforms a nightmare, especially when you're in a hurry. The game is a bit of a control machine, a thing you can jump straight up into the air, two make jumping between the platforms a nightmare, especially when you're in a hurry.

BUDGET BARGAINS

■ GBH, £7.99

couldn't racing be easier if you could just wave your opponents off the road? Created by the programmers of the Lotus series, *Supercars II* shows you how to cut this in the racing equivalent of *Street Racer*.

Steering the track and gun from above, you must finish in the top five to qualify for the next race. Championship points and prize money are awarded — more can be awarded in the multiple-driver later runs with a policeman, journalist, etc. Money's spent on repairs and some narrowing powers on installing extra speed, armour, and a total offensive weapon. Of course, the more higher quality vehicles there can be learned through blowing up the guy in front, but driving well is still the essential element in winning a race.

Super-Supersprint

Supercars II reminds me of the old *Supersprint* arcade machine. Like that game, there are five vehicles each in opening/closing games to provide shortcuts and the occasional crash to jump. The main difference is the

two-player action, each adding extra death to the proceedings — plus, of course, the weapons.

The change of perspective hasn't made it a better game. *Iron Lotus* — more of a close sideways and off at a tangent — but it's still a well-

conceived race, and a bargain at the budget price.

TIP TIME! Always repair your car before buying weapons — they're no good if you get destroyed.



■ *Supercars II* is one of the most playable two-player games you can get. As in *Lotus*, there's a fascinating mixture of competition and cooperation between the players. The former is even more intense with the addition of weapons, but you can't get too carried away — one of the players must finish in the top five to allow both to qualify for the next race. It's a pretty good game.

WORLD CHAMPIONSHIP BOXING MANAGER

■ GBH, £7.99

I may be familiar with football management games; you'll know roughly what to expect. *WCBM* is a point-and-click product

based around several screens offering either information or options. You start the game with the opportunity to sign up to live potential boxing heroes — each with his own attributes and winning record. After setting up the contract and dealing with the necessary parameters, you can begin training — an essential part of the boxer's career.

“Plays well, but decidedly 8-bit in its architecture.”

well as ensuring your man has a chance of winning. Having come to an agreement, you go through the formality of informing the two boxing federations that a fight will take place and you can go and observe the bout.

It's not exactly the most exhilarating management game I've seen yet, but neither is it the worst. The text-only match commentary is pretty unimpressive, but I suppose it serves its purpose. The main problem is that *WCBM* has no real feeling of weight. It

plays well, but seems decidedly 8-bit in its architecture — it's very shallow due to the low number of options. Never the less, on budget it's certainly a contender for your money.



Ask your shapely secretary for every file possible — so keep up on all the boxing information of course.



■ Programmers Golan Games made one of the best football management sims ever in *Football Manager*. But to say, the game's tactical complexity is completely lacking here. Training your fighters and setting up fights is a simple affair, and the fight itself is a rather anticlimax. Once your fighter is in the ring, there's little you can do to help him. Working on his training from Golan rounds is fairly amusing, but tactics are limited to a handful of fighting styles.

Now all you need is fights. Clicking on the telephone brings up a list of rival promoters you've got to bargain with these to get a fight at the right time for the right price, so

SMASH TV

■ The Hit Squad, £7.99

This bullet-riddled gameshow has one or two contestants greedily grabbing goodies while under attack from gun-flicking experts, snakes, electro-balls, tanks, and even exploding persons. The shoot 'em up action takes place within the confines of a single screen, so slick manoeuvring is needed to avoid the swimming bodies, bullets, and mines. Power ups are an essential aid. Including ways like the 'hookers': a protective ring of fireballs, and shield.

Kill all the enemies, which stream out from the doors and you can exit to the next screen (you often have a choice of route). At the end of each of the four levels, there's a massive superbullet to smash.

TV blesper

This is one game I've played on initially every format going and, sad to say, the Amiga conversion is the most sluggish and

programmed by the American NTSC television standard, when played on UK (and European) PAL. It's a huge black border appears at the bottom of the screen, and the graphics all look squashed. However, this can be rectified by twisting your

TV monitor's vertical expansion knob, or typing NTSC on Action Replay.

On the playability front it's not quite right either with extremely generous collision detection. The ability to run unimpeded through hordes of

enemies is perturbing. Another flaw is the way players appear over the top of mines completely obscuring them!

It still plays pretty well, but somehow lacks the feel of the coin-op. Even the 'rip-off' Public Domain version captures this better, though that only has one level.

TIP TIME! Keep on running — you're more likely to get hit when standing still. Don't be greedy though, survival is a lot more important than five points.

Extremely generous collision detection

■ Smash TV on the Amiga is a strange affair, completely lacking the brutal atmosphere of the coin-op. Don't get me wrong — it's by no means a terrible game, just a mediocre conversion with some of the worst crowd noises I've heard since the 6-bit 'white noise' sound effect.

For a budget game, it's not that bad. And if you're a fan of the original, there's enough here to keep you (moderately) satisfied. ■



■ On the Hit Squad, the price is right! No coins on down!



■ The Hit Squad, £7.99

This is the most violent beat-'em-up I've ever played. I wasn't expecting it to be too good, especially after the disastrous SHES version, but the Amiga game excels.

Pit Fighter is cool. Never before have I seen a game that gives such a feeling of weight behind the characters' movements. Little touches like the spray of blood following a hefty kick to the nose are great — although I can't help but think certain punches will disappear already.

It's a knockout!

All the same, it's only a game and the action is only stylized — at least until you start the two-player game. Here you team up against ten opponents per level — well, you're meant to. Many an argument is started by running off and leaving all the unpleasant business to your partner. Knocking him down doesn't improve the relationship either, though this is far enough in the player-vs-player grudge match after every two levels.

The character movements and actions are

PIT-FIGHTER



near-bloodyingly accurate in their implementation. You honestly feel yourself being kicked in the groin by an extremely-cruel mug! Picking up and throwing of hats, crates, even your opponent, is also great fun.

The only flaw is that the controls are a bit sluggish at times. Even so, Pit Fighter is a bargain on budget. You'd be a fool to miss it.



TIP TIME! Pick up all the objects lying around and throw them at your opponent — if you get it, he will cough out for the power pits found on the later levels.

Movements and actions are nose-bloodyingly accurate

There's nothing like a brutal beat-'em-up and there's none quite so brutal as Pit Fighter. The Amiga conversion compares very well with the coin-op and the Mega Drive version, although the victory jynxes before rounds collect all the diagonals for the many moves. With practice this is no problem and you're soon breaking the excellent enemies, collecting weapons, and throwing things around. It's a lot of bruising fun, especially in two-player mode, with the fighters often knocking each other down accidentally. ■

■ One of the best budget beat-'em-ups? Or is it just the pit? The answer, we think, lies here.



BUDGET
BARGAINS

SWITCHBLADE II

■ GBH, £7.99

Take the original Switchblade, give the hero a gun (attached to his cyber-arm), and this is what you get — maybe it should've been called 'Switchgun'!

The heart of the game is in the exploration of six lightbulb-like levels (six of 'em here), with sections locked off until you visit them. As before, this helps avoid accidental backtracking. There are also many secret rooms to find, opened by smashing destructible walls.

Ladders enable you to climb around the many platforms, though the hero can jump almost to the top of the screen if there are no obstacles (by pulling the joystick down, then up).

■ Massive levels, one innovation and a slick control method — what more could you want?

Switch weapons

The main improvement is the ability to shoot. There's a much more satisfying 'bang' sound than the original's fairly 'tut' 'wh-zap' noise. Your laser gun can be upgraded to a shuriken, laser, or flame-flamer. Other powers power up include a sailing dragon weapon and a healing mistle. Weapons can either be collected or bought in the occasional shop.

If the game piece were as subtle as Switchblade, this would make life for the easy, but the ladder have also been improved, being mistle and items instead of just acting to be hit. The overall is souped-up action makes for greater playability, though it's still nothing spectacular.



TIP TIME! By blowing at the walls, some of the destructible areas guarding secret rooms are unlocked.

The sequel's souped-up action makes for greater playability

JAHANGIR KHAN
WORLD CHAMPIONSHIP
SQUASH

■ GBH, £7.99

Squash isn't the most well-sports simulate. Much of the real game depends on the fitness of the player. Without this factor, a computer isn't much help heavily on the limited tactical aspect, varying your shots to catch your opponent off guard, and controlling the ball off several walls to confuse him further.

Jahangir implements this well, though you can only angle shots at 45° increments, or use of these strengths. This means it's easier to surprise your opponent, leading to some very long rallies. Changing the ball to a less-bouncy one helps avoid this.

Social climbing

If you've got the stamina, long-term appeal is

enhanced by an eight-rung league ladder comprising up to 40 computer human players. Winning a match enables you to improve one of your skill ratings. You can also watch other players' matches, check their stats, and save the league.

Alternatively, practice your strokes against a friend, or compete in the World Championships.

With as few of game options, Jahangir makes the most out of rather limited gameplay. Looking and playing almost identically to its 8-bit equivalent, it's not the greatest sports sim ever, but it's near

perfect for wrist squish fans.

TIP TIME! Return to the centre of the court after every shot: otherwise your opponent tries to play the ball, you should be able to reach it without too much effort.

Jahangir makes the most out of rather limited gameplay

and have been very disappointed if I'd bought this at full price. As a simulation it lags off because there's not a great deal of shots to make. As an arcade game it's just too infuriating. The graphics aren't particularly wonderful either, with sparse character animation and an unhelpful backdrop.

Fans of the sport will probably enjoy it a lot more than I did, but there are limitations to how well sports like this can be simulated. Jahangir's about as good as you're going to get. ■



CAESAR

FULL PRICE REVIEWS

RICH PICKINGS

Impressions, £25.99

San City needs GCSE History in its advertising budget. Am up from impressions. With the emphasis placed firmly on historical accuracy, it's the sort of game even your

— but does
— get you off
— ring clear,
— graphics
— control
method, Caesar's
— certainly an easy game
— get to grips with.

— superlatives
of every turn, it provides
— kind of challenge that
— decides which.

— mission, well find ourselves

— to which it is all about? Well,

— a relaxed, pleasant. You begin

the game without any one ring up.

Romean empire together from the

— and your ultimate goal is to build

the mighty heights of emperor. — In other words,

— Caesar's legend expands and rule the

Western Empire!

Built in a day

To second these shiny heights the player must first establish a city, enlarge upon it and eventually launch Roman legions on which to build. Collect taxes from your subjects (loyal or not) and, if all goes well, reap the rewards.



— strategy, the game
— based with
— references
— enjoyable
— your first
— scroll about the
— in search of
— the. Great can
— taken when
— areas on which
— to build.

— "Caesar's" focus is on
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— "Caesar's" focus is on

— the trouble is
— to lay plans,
— done, made and
— at

— family industries,
— built houses,
— and schools for the

population, at with the minimum of fuss.

The focus is creating the right balance

between housing and business. Tricky at first,

but now I'm punning for glory big style and

have a sprawling metropolis under my

command. Agh! I'm not, it's more of mine I

built!

Snapping, well thought-out gameplay

enhanced by detailed graphics —

just like the city itself, the game sure

won't built in a day.

TIP TIME! Make sure you build

enough Praetorian around the city. Not

only do they keep the peace, they also

double as tax officials.

■ You begin with a

randomly chosen

wealth of land (left)

white below, a funny

thing happened on

the way to the Forum!

— "Caesar's" focus is on
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— "Caesar's" focus is on



■ Above: A barren wilderness awaits but, as you can see, it's not long before civilization takes a hold.



It's a big job in San City, of which this is a very interesting Caesar isn't quite as easy to get into due to the large number of menus and options. But once you do, it's extremely absorbing. Much forward planning is needed to ensure a good infrastructure for your city. It's a big enough challenge stopping the population from starving, never mind repelling barbarian attacks, juggling finances, armies, and slaves adds to it tough, but very satisfying tactical test. Caesar comes, we save it, conquered!

• The College's single-campus grounds have been replaced by multi-location ones. From the village meeting point, you're free to take a bus, or a giant one way, and a wizard's house (the village and village). Greater freedom of movement reduces the frustration level considerably, as does the ability to die.

The Movement option allows you to instantly transport to a distant location without wading through intervening screens. Well, not exactly instantly — there's a long lengthy data processing for each location. This isn't so annoying when you see the cartoonish animation of the character. Numerous critics, complemented by me, agreed DQ.

You'll be sweating your head and muscles and laughing your socks off in no time. Without the pre-dominant single notes, dead-end literature *Bookworm* is a whole lot better.



It's a colossal challenge, recalls all who enter Poland's top magazine world — but don't stand down!

[illegible]

Phelan's overhead view is more fanciful. Her computer shows an aerial view of trees and the buildings are crude. Of course, the aerial photograph shows what is at the seaward end of the structure, not the other end. Phelan's computer selection is instinctively keeping clicking on another party member to try to get control of the computer. She is not alone. And on several occasions we accidentally attacked my comrades! On my first attempt, I managed to wound two of my men, blast one with the jets of lightning, and blow three to pieces when the crystals exploded! This time, I was disappointed by the lack of interaction with computers — I seem to have controlled characters — I guess all you can do is kill them.

PALADIN II

■ Impressions, £25.99

There are a myriad of reasons to undertake this strategy, depending on your business. You're doing the things other

waiting for the first
longing food to finish,
plus the quest to make
a new 'Palace'. It's the
leader of whatever
character you're given,
steering all young and
old toward the stars and
improving on his ancient
mission.

When satisfied with the game arrangements, there's another tool and the page begins. Unlike you instantly that the graphics are quite poor but in design, with two well-defined characters looking out of place on a nondescript background. For a two-dimensional display this seems pretty unimpressive, but lately doesn't really interfere with the gameplay.

1000

A series of icons on the right-hand side of the screen enable players to perform once the mouse button is first clicked. These are utilized throughout the game for character movement, attack, and defense.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

movement points, dictated by performing various actions. For example, it takes two points to make a character take a step forward and one to change the direction he's facing. Spells are also casted for, but can only be cast by able party members with a lot of MP's — a simple physical spell will cost one level, one and 10

Confined
ers look
place on
script
sounds

**For things
Bought's Ministry**
garners are similar to politics in some respects. There are some PNC members who consider themselves, owing from most accountable to the majority, while others can be described as interested, appearing to do hard PNC work alone. Although well-implemented, PNC isn't definitely one of the latter, and possibly appears not to appreciate the role of action.

TIP-TIMER: Be careful not to attack your pet until the long-range weapons (jaws, bullets etc) to soften up the enemy before getting stuck in.



RICH PICKINGS

insults with a pun: "You're a good block! There's no spin!"—except for landing on it.

Terry's movements are simple, but his *game* is not: a gloriously hazardous combination of hard's challenges.

—Terry's physical, razor-sharp body, and the *game* has all what—is it too long a fall. However, Terry only loses a "life" when the time limit runs out within the time you can have as many goes as you like.

If this sounds generous, let me tell you it isn't. A lot of trial and error is needed to making the items in exactly the right

amount. The limited supply of items is a key factor. You often start a screen with just one and a few more, and think "I'm nowhere near enough"—so it's very satisfying when you eventually succeed.

Fun comes given after each screen across the combination, and help make it a compulsive and

unique puzzle.

TIP TIME! The height of the form can mean the difference between modest and casual. For a really long lead, place feet over the apex of Terry's last leg.



"I say 'Tomato' and you say... oh, 'Tomato'?" BGFs not the brightest of blockers, but you've got to admire his sense! Today, involving fun!

Arcade-puzzle games can be great fun (Lemmings being a classic example) but they really scraped the barrel with this one. There's just not enough to do. Placing the objects in a laborious effort, so it's making Terry spin for the unpleasant time. The only part that makes me as being enjoyable is the really amazing line sequence where a squirrel steals his girlfriend.

My advice is to wait and get Lemmings 2 instead, and let Bill kidnnap with his girlfriend under his own steam (or should that be safely). He's an ugly little blip, anyway.



JOE AND MAC — CAVEMAN NINJA

I enjoyed playing Caveman Ninja but I can't help thinking there isn't a great deal of long term appeal. The

combat—play and two player mode improve placed right. And the change from horizontal to vertical scrolling on certain levels is a welcome touch.

However, it's a little slow moving at times, and the frustration level reaches epic proportions when you're being bounced between enemies with no way of escaping.

I advise you to try the game out first—unless you insist it on another machine, in which case it's an excellent conversion, well worth the cost.

TIP TIME! Crack the eggs before you hatch into baby Phantasms. Use the Super egg (hold down key) to deliver large babies.

66 Frustration level reaches epic proportions when you're being bounced between enemies



Looking and playing denually is no Mega Drive counterpart. Joe And Mac is an attractive arcade rom. There are some flaws, however, including your character getting smugged while he's hopping in agony after just being hit! It's frustrating enough without this problem. Due to the sheer amount of battles on screen at one time, and the often limited space in which to manoeuvre. On the other hand, the simultaneous two-player mode is great—I love the way you can jump on your colleague's head and even throw him! Good fun, but not perfect!



It's a disaster of a two-player game, but tougher than a Tyranosaurus!



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ROME AD92

■ Millennium, £25.00

33 The

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share
inter

The interactive play area is displayed in a rotating first-person perspective, with the area you're in lit with a strong, moody, white light. It's not interactive. Not that this matters, there's a wealth of other procedures to interact with, via an array control method. Simply click on an option, then select the appropriate part of the screen, and the action is implemented before your eyes.

There are smaller arrows at the ends of each bar that mean add, subtract, multiply and I often find levels below the same for the third and fourth, a mid-army on first Egyptian soil. You've got to defeat the mighty enemy, a pattern of strategic grandeur as in the true mould for a strategy to be used.

EVALUATION REVIEWS

RICH PICKINGS

A combination of aggressive and strategic moves (though not all) that Phone AGC will be making. Those include: growing new revenue streams; focusing on their core business; even buying and selling other companies. We'll look at each of these moves in the following paragraphs. There's a part of Phone AGC that's up to you, too, and that's in keeping it simple for your customers. In a world of complex and expensive gear, why bother with the extra features, toys and bells? As for the third level, it must be the most abusive and friendly, meaning going over technology designed for use in AGC's company's own plant in a class.



There's a wealth of other characters to interact with.

not everyone's pocket of hell. But if every month doubt you'd regret looking at it.



TIP TRICK! On the first event if you had as many people as possible within the time limit you'll get loads of money to add you up nicely for the next event!

DALEK ATTACK

■ **Admiral Software,**
£16.99

If I remember the series correctly, Gervais (the Danish commander) was killed when his people-hating metallic army realised he was not human himself. In *Dates Attack* he's been resurrected, only to send his psychotic servants to wipe out Earth's miscreants.

The Daleks and their accompanying assistant (also a Dalek) are very simple. One Dalek (and optional assistant) controlled by a second player) has to prevent further invasion while destroying the invading battle force. To make matters worse, the Daleks have set up traps that are everywhere (the earth is a trap, basically).

To stop this, the Doctor must infiltrate the captured London and find the necessary Smart Card awarded after rescuing a quota of people. Further tasks involve traveling to Paris, New York and Tokyo. Finally, he must tell Davron on the Dark world, Skaro.

Full-page ads like this one had almost zero impact on sales.

the last level, the game transforms into an arcade-adventure. It's not (as) as the agile Daffy can hang on cliffs on most of the scenery. You have to be careful though — long falls kill the hero outright, rather than slowing his momentum.

► For the record | **► For the record**

As you'd expect, the Delete are out in force and will shoot to kill — and usually you can't delete them. Colloquialism: no delete this

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Attack is
lar to its
ore 64
ation**

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tough. With excellent Quick samples
and real two player option. Attack's
a full purchase for \$100.00.

Don't drink the water in London, don't take off the Deltan straight away — wait till you've gained sufficient weight, and

Amiga Dalek Attack is very similar to its Commodore 64 incarnation



© Covered: dāhēdēdē-dē-dē dāhēdēdē-dē-dē
how fast these fans used to send shivers down
my spine. I'd drop my Action Man™ instantly
when that came off the telly. Star Canal to
defend or not? The question is: though would I
drop my Transformers™ nowadays in order to
size the computer game?

Well, in a word, no. Unless it was a bonny Transom™ (aka Puritan Beauty) it wouldn't simply. And why? Because there's just not enough to do. Pleasing to both the eye and ear and incorporating a detailed — and useful — status panel, you'd think that with a license like this you couldn't go wrong. You can. 



RICH PICKINGS TROLLS

■ **Flair, £25.99**

If you're desperate to meet the little poshest Troll and know that they're somewhat of a hot commodity. However, when my little ex-girlfriend gave me one (WTF — Grrr Egg, our relationship ended and she burned in a rather horrible fashion two weeks later). So, if you want to keep your love life intact I'll advise you not to accept one as a gift.

However, this little Troll on the Amiga has enough problems of his own to worry about. He'll not stop a shaft for many a year — a simple wooden egg, designed by a young boy for a spinning top — when one fatal

No's nobody's Zool

It means the troll, from the 18th dimension. Zool has been beaten at his own game. There is a fast-moving, enjoyable and on-line video in which you can see the (unintentionally spoiling) misadventures. (Remember your party is a rocky business at first, as the surrounding enemy army meet a fair amount of difficulty to kill, but once you find power-ups such as the magical pogo and special weapons, it becomes a whole lot more

“Outlandish enemy sprites need a fair amount of stomping to kill”

fun. Even if you can't get enough of concrete-style platformers, *Troll* won't disappoint you at all. It's probably the best one on the Amiga yet, although I still think they've got quite a long way to go before they just build the redempting

TIP TIME! Try to attempt the levels in the order in which they appear on the selection screen because later ones are just too hard to start on.



CRYSTAL KINGDOM



■ **CodeMasters, £19.99**

As for a platform of budget releases, CodeMasters' first full-price conversion has made its way onto the Amiga. The question on most people's minds will be (unintentionally) whether or not it's worth the extra pennies. After all, CodeMasters tend to be simple, platform-oriented arcade adventures that, while good fun, are never particularly outstanding. Troll's been a bit of criticism levelled at the little egg's exploits. For a start, many believe that the games are too 'barney' — simply

“The best one yet”

■ **Watch out for the big, bad, bald Richard O'Shield**

■ **Disney**, the price of eggs hasn't gone up! Paying all which for a Disney game is no joke, but be all right if there were some new innovations in the gameplay, but no such luck. It's exactly the same as previous Disney outings. Simple platform action and puzzle solving is becoming a little hackneyed even on budget, never mind full price. And those crude cartoon graphics hardly show off the Amiga's capabilities. The only real improvement is that *Crystal Kingdom* is bigger, making it one for true Disney developers only. ■



WAXWORKS

■ Accolade, £34.99

Madame Two Swords

■ I thought the Trollz hair colour was bright, until I saw the psychodelic palette in the shrieking convulsor version. A molar, even 2000 look didn't I never truly saw the attraction of the lips, but this stunning pattern kept really bring them to life. It's just the way the data here uses the joy of waving from and over platforms. Basic Commando-style. Control's very tricky to begin with, but the clarity to choose your starting level makes the level frustration — to do longer secret paths. Apart from the joy of the like innovation, but it's all done extremely sticky. Data goes as good as it looks. ■

At the risk of waving (yes, I must say that this absorbing loan driven adventure really is my candle). Graphically flawless and responding a uniquely user friendly interface, even critics of the genre will be forced to sit up and take notice.

An intriguing plot sees the player searching four different exhibits within a creepy scenario. These are: a top-rated Egyptian pyramid where you must rescue a young virgin; a spooky cemetery (brimming with rotting corpses); the East End of London c. 1880 (help being Jack The Ripper to rights); and an abandoned mine (abandoned by everyone except the mutant humans hell bent on your destruction, that is!). Your initial objective in each location is to find and deal with an evil, essential being. A curse has been placed on your family by a wicked witch, y'see, and it's up to you — with a little help from your dead uncle! — to break it. The intricacies of the plot are far too complicated to detail here, suffice to say you're in the good cup —

“Even critics of the genre will be forced to sit up and take notice”

The four exhibits can be tackled in any order, and an entering one, you take the form of one of your ancestors (in the intro section, for example, you play a safety inspector).

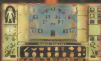
Viewing the playing area from a first-person perspective, you can move around in one of two ways: either click the directional arrows on the left of the display, or simply click the picture window in the direction you wish to go. Collecting and manipulating objects couldn't be easier either, as communicating with other denizens — if you get the chance!

Sudden deaths are not infrequent, but actually avoidable if a little care is taken, and most of the puzzle's logical and rewarding. All in all, *Waxworks* is an excellent production that won't get on your walls. ■

TIP TIME! Make an accurate map as you go, and save your game often before undertaking any dangerous actions.



In Video-speak, I can't say this, I don't think I've ever seen such a gory game. Particularly stomach-churning are the death scenes, showing you mangled, slashed, choked and decapitated, to name but a few. No doubt some will find it offensive, but I reckon it's about time we had some proper horror adventure. Of course, good horror doesn't depend solely on gore, and neither does *Waxworks*. Even mashing between the game's ten 15 disks doesn't open the intense atmosphere. The substance of solving spooky puzzles and more merrits is enhanced by gloomy, atmospheric graphics and a sinister, atmospheric soundtrack. ■



■ Was this the first girl to lose her heart over an Amiga game? *Waxworks* Above in the selection to the expanded version's toughest puzzles.

DIZZY

The same design team offer you with a few different puzzles and graphics, few always enjoyed them, and *Crysis Kingdom* is no exception.

Eye Rip

Perhaps the biggest departure from the existing style is contrived jumps. *Dizzy* was finally changed to a 3D style, making platform negotiating and avoiding rather less of a nightmare. There are also four separate levels, each made up of 20 to 30 screens, and accessed by pass-codes. This just doesn't eliminate the tedious business of having to go back to the start should you make some silly mistakes (as well as giving scope for cheating).

Once you've got over the initial improvements related to graphics, there's not much *Dizzy* that hasn't been done already. Granted, there are a few new concepts, and the puzzles are pretty fresh on the ground (a little simple), but those who haven't had enough *Dizzy* games won't be convinced by the. However, I'd still say it's the best one yet, and worth the coin if you're feeling particularly rotten on a rainy day.

TIP TIME! Try to use every single object in every possible location if you get stuck.



I BELIEVE MIRACLE

Weighing in at just under \$300, the Midscape Miracle Piano Teaching System isn't just a cheap novelty — but for the gift of music it seems a small price to pay. So just what DO you get for your money, and can it really teach you how to play? For a harassed overlord we decided to give it a two-pronged attack: Steve, who can't play a note, looks at it from the novice's point of view while Phil, music maestro that he is, examines Midscape's Miracle from a semi-professional vantage point. Take it away from, boys, is one... and a two and a three... hit it!

WHAT IS THE MIRACLE?

■ Your \$299 will buy you the keyboard itself, which has two built-in stereo speakers, a four-octave velocity-sensitive range of full-size keys, a selection of 1155 instruments, headphones socket, MIDI In and Out ports, and even a sustain pedal (albeit a rather flimsy foam one).

Not only that, but you also get the complete Miracle Teaching System: a three-disk suite of programs to teach you everything from the musical basics to Grade 10 standard tunes, up to a vast number of instructive, interactive Lessons. The ingenious system analyzes your playing for any errors, and if it finds them, decides how best to amend them. The software includes fun arcade subgames and even a simple sequencer.



ADMINISTRATION

■ This is where you enrol in the Miracle Course. Any number of people can join, with detailed records kept of their progress. From here you can also alter various parameters, including when the music page automatically turns, whether the foot pedal acts as a Sustain, the volume of the instruments, and the volume of the objectives.

The Progress book enables you to look at any user's progress in overall performance, pitch, and rhythm — plus the Lessons and Chapters they've completed. There's also a Hall Of Fame for the Arcade games. You can even print out a certificate on completing certain sections of the Miracle course!



CLASSROOM

■ This is where you actually learn to play, using the Lessons which are organized into Chapters. You can skip any of these, and advance to harder ones (good for people who already know how to play a bit). Or simply click on 'OK' to return to the Lesson where you left off in your previous session. During Lessons, your knowledge is tested with a series of Flashboards with multiple-choice

questions. You can also advance to the next lesson, mark the current one (if you missed something), or return to the previous one.

PRACTICE ROOM

■ Between Lessons, you'll want to practice your newly acquired skills here. Any of the pieces can be played, and the Miracle will suggest suitable ones after each Chapter.

You can play left and/or right-hand parts with the option of the Miracle playing the other. If you're feeling lazy, you can simply listen to the Miracle play it all. Smearing it down even further, you can practice just the notes (with no regard to rhythm) or the rhythm (playing any notes, as long as they're in time).



ARCADE

■ Any of the three Arcade games can be played from here.

Books is a sort of shooting gallery, with the screens swimming along the lines and spaces of the staff — simply hit the right note to shoot the duck. In the relevant position. You always have to shoot the leading duck, though, and only so many misses are allowed (so no cheating by running your hand up and down the keys!). A useful exercise for learning to read music.

Rhythm teaches you how to play chords.

PERFORMANCE HALL

■ This is the virtual where you play with the Miracle orchestra. As well as choosing which piece to play, whether to play left/right-hand parts (or both) and use the tempo (up or down). Yes, this is your moment of glory: knock 'em dead!



EINER'S STUDIO

Once you've learned to play a bit, you'll no doubt want to record your own music. The Studio is a simple sequencer, shuffling you to record seven tracks (using various instruments): one is a timer, and play them back together — set your heart out! Mike Clifford

Tempo and volume can be adjusted before recording each track in real time. Up to seven of the Studio's 128 instruments can be used each on a different track, with the eighth track reserved for the metronome. Any of the tracks can be muted before playing back, and recording the song on the analog tape recorder. It can then be saved to disk.

By no means is it comparable to proper sequencing software (eg. Music 2.0, due to the inability to edit the sequences by hand) to amend playing mistakes, but the Studio is a lot of fun to use — especially after a hard practice session.



A helicopter flies onto the screen, towing the chord notes. You must play these within the short time limit as the parachute lands slowly — get it wrong and they go solo!

Also is a Game Recorder spoof, with an alien ship descending and playing sequences of notes. You have to copy these within a time limit. The friendly aliens help you out, however, by shining a spotlight on the on-screen keyboard and putting a

THE PIANIST'S VIEW

Let me say this first: the Melode is no substitute for a good piano teacher (by the way, mine was an attractive young lady). The only drawback, your playing is all very clever, but there are some things it just can't open. One example is the fingering of notes. Obviously I don't know which fingers you're using — and you could easily get away with repeated fingering on early lessons forming bad habits which only become apparent later on, when the correct fingering truly must be used. Another problem is the way the program forces you to repeat Lessons and Practice lessons repeatedly when you've made the odd mistake. This could be very discouraging, especially to the complete novice. A real piano teacher would recognize the frustration and work round it

with some fun exercises to keep up the pupil's interest.

Also, the way the program punishes some errors and not others is off putting. Often when I thought I'd

strangle in the start to indicate the next note fingering is coded by numbers to the screen strip Windows.



After all your hard work, why not sit back and relax while the Melode plays to perfection? It tunes. Any can be selected from the Lessons complete with enthusiastic accompaniment — great fun for parents!

THE NOVICE'S VIEW

It is a miracle! No, not the keyboard, the fact that I've spent two hours a day for the past ten days sitting in front of it — practicing!

Like legends of other mighty ruled, my powers have faded, my patience dried, my progress dried, and generally threatened not to take piano lessons. But, like the rest majority of my contemporaries, I too felt the wayward and false generosity to progress much further than finishing middle C.

I got it down to the fact that at about the time I was learning, I was also discovering that John Thomas was possibly useful for more than just the obvious. Maybe if my piano teacher had been some never-haired beauty with a penchant for loose clothing — instead of a chaste, ochre-haired woman with a bygone problem — things

might have been different.

At well, I'm presently making up for lost time now, although I feel as fat as point, but that I'll hardly get past half of a second disk (I'd be better off full of a lot of quality keyboard-banging, not sausage-dishes. In fact, if you truly have the one eternal drive on your Amiga, let me have to go as far as saying that using the disk-based lessons would be preferentially comfortable — just why do you have to swap so often anyway? Attempting to access lessons via the Amiga on the one drive. I had to jump the disks around a staggering nine times before I could even attempt to hit the right note!

When you eventually do get into the games (some practice lessons though, you find that they've been designed in a fantastically effective fashion). Everyone knows just how mind-numbingly boring practicing scales can be, but

with the inclusion of on-screen interactive graphics (and even, I suspect, options), the tedious is done away with. In fact, it's fun!

It's surprising how quickly the rudiments are picked up. In all honesty, not until a few hours. I found that some of the simpler routines were becoming tedious. Creative to me. How that may not sound too impressive to anyone who's done a bit of waltz dancing in the past, but for someone who generally launches at just the thought of sitting before a keyboard — a virtual three-back to my generic hollowed victim. I'm afraid — it's a great achievement indeed.

Just fiddling about with the piano on its own (you don't have to connect it to your Amiga) to make it work is rewarding in itself. Some of the sounds that come out of a primitively made synthesizer. Okay, so I'm not Jean Michel Jarre, but from little things grow... **STEVE**

FEATURE



played a piece pretty badly, it'd rise off some

quite how without score, while on other occasions I might've only missed a note and the program would send me back to the practice room! In fact, the later was often more frustrating because of how it the program. Often I would play (and hear) a note and go on to play the next few notes, only to realize that the cursor was still on the note I'd played — only the program somehow heard it hard!

Perhaps the most important flaw of all, however, is the lack of artistic expression. A good music teacher would appreciate and encourage this, even if a few wrong notes were played. The Melode on the other hand, expects everything to be played in exact time (no room for improvisation here), and doesn't care about playing dynamics, the loudness of the notes! At all — one of the

important factors in classical music, at least.

So it's a complete waste of money, right? Well, not at all. To be fair, the system has been devised as an aid rather than a replacement for conventional teaching methods. As the it works well, it's especially good for teaching complete novices the basics, so teaching music and recognizing notes on the keyboard. And the risk presentation and fun arcade games makes normally tedious exercises fun — especially for youngsters. Most importantly, if it speeds up your musical development even marginally, it's pay for itself in the long term. As it's reduced number of very expensive piano lessons needed to pass the various Grade exams, £250 is an extremely low price — even for the full-size keys, velocity sensitive, MIDI keyboard alone never mind the software.

Despite the system's flaws, as a practice aid or introduction for complete novices, it's well worth the money. Just don't expect miracles! **PHIL**



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THE SEQUENCE

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As people grow up, their musical tastes change. I James Tone Deal (Pica, can remember listening to some absolutely dreadful tunes in my time, but the one thing I always wanted to do was play them with my own hands.

I used to look at pianos and keyboards and maybe even have a go myself, but the only time I could play was a particularly mangled version of 'dropdead' (you know the one I mean). Discouraged, I began to learn the guitar instead. A few years have passed now, and I can just about play the odd song without getting too many chords wrong. I still want to play live (Grown on those little white keys, though, so imagine my surprise when the Miracle Keyboard provided an alternative (and to meet an opportunity) solution.

As you'll know, having read Phil and Dave's feature on the Miracle (page 38), you can link it up to your Amiga and receive an intelligent tutorial (courtesy of the tutorial disk included with the package). However, it's not just limited to learning, as I'd say it's one of the best and most affordable MIDI keyboards around. You don't just have to use it with your Amiga either — it works every bit as well as a stand alone keyboard, with some well-thought notes to use in all those symphonies you'll be writing.

Waiting on water

In the shops, these wonderful little bundles would set you back a very reasonable £299.95, but we've got two to give away to those clever enough to solve the following puzzle. Somewhere on this page you'll see a picture of a keyboard section. On the keys you'll notice numbers, going up in order. All you have to do is find a pair (or three) of instruments and play the following sequence, using the numbers on our instrument as a reference. You should recognise the tune fairly quickly, so write its name on the back of a (preferably blank) postcard, and send it to: **WANT TO WORK MIRACLES COMP, AMIGA FORCE**, (Express Import) c/o Newt Grove, 278-13W. Winners will be notified once the draw has been made (on 1 April), so no naughty phoning us up to order an answer out of us. It won't work, you know!

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FORCE mails

We've been inundated with praise for the first two issues of **AMIGA FORCE**, but we won't let it go to our heads. To tell us what you think of the mag, the Amiga scene, or any other related topic, send your letters to **Force # Mail, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1JW**. Sorry, but we can't give personal replies through the post.

YOU PAY YER MONEY...

Dear AMIGA FORCE
I felt I must write to you first planned I was when I purchased your excellent magazine. As with CRASH it is every mag a computer but could read and much more.

Yours is the first and only mag I have read from cover to cover, ever, and the only one I have bought since the collapse of the first when my five-year-old brother Angus (who I called her Annette) was stolen from my bedrock, along with most of my games and other stuff.

Since then I began looking for a new Amiga and waiting to see if the insurance will pay enough to buy one when or if it comes around.

In the meantime I read some sound advice about the market at the moment. Advice from friends just confirms me even more, so I decided to ask the people who make the "Smart" magazine, what you.

My first choice is the Amiga (first) perk at £100; the second the Amiga HD Pack at £100-£100; the third and most viable the Amiga 256 at £100-£100.

I was told by friends that the A120 is twice as fast and powerful as the Amiga, and it is a few specially written games for it, is this true and can you explain why, if possible?

The third drive drive, another dilemma, as I was told games can be moved onto them and used to load straight into the Amiga, saving damage to disks and time. Is this true and are they worth the money?

Yours faithfully,

J. Hargreaves, Wolverhampton, Shropshire

Thanks for your kind comments. I really don't people use their names? It's so important! As in what machine you should buy. (I suggest you look about roundup of games like it, software houses in the month's "Read All About It" section before plunging for an A1000.

It is by far and away the better machine. The 256-bit processor is about twice the speed of the A1000's and, with the new custom chips,

the 1200 runs programs up to six times faster! Fully enhanced graphical capabilities, use a variety of 16.8 million colours! The only problem is that, as a new machine on the market, it's impossible to judge what kind of software support it will achieve. (As the great video recorder war of the late 1970s (as it's come to be known), many people may stand to get their finger burned. Although the Saturn model was technically superior, WHO won out in the end due to better marketing and other factors.

At least with the Amiga you're guaranteed access to a vast amount of files. And third drive? In the end of the day, I don't think just matter of financial concerns. With a hard disk you can load certain pieces of software (though many games are protected) into the system for easier loading and storing — great for remote users! If it actually costs an amount of money! The simple answer is get one if you can afford it, but if you can't, don't be overly upset!

Steve

YELLOW PERIL AND A SEGA SAGA

To AMIGA FORCE
Thanks to everyone at AMIGA FORCE for a top-class mag, I've bought Amiga for about a year

A QUICKSHOT IN THE DARK

Dear Steve

I think your magazine is excellent, especially without the demo disks. Your comments are also great, but would it be possible to include competitions for brand new games such as *Wings* and *Scorpio* (issue 1)? I could you also tell me when the *Quicksilver* Supervision will be available, and will you be doing reviews for the title machine?

I also thought your reply to the mother of the three year old Amiga was very witty and enjoyable.

Your sincerely

B. Hag, Wigston, Leicestershire

Hi Clary R. I've just got off the phone to Quicksilver's MD who tells me that the Supervision is already available. Since we covered it last issue I've been keeping an eye out for it in the shops — just out of curiosity, really. Could it UK company best interests in their own game? Sadly, though, it doesn't look as if many of the big multinationals have taken the hand-held machine on board, but if you'd like to give Quicksilver a ring on 011 365 1000, they assure me they'd be delighted to tell you where you can obtain one. There will be over 40 games available for the system by the time you read this. And yes, we'll keep you up to date as to which titles are out there as and when we receive details. (I've been promised a bumper bundle in time for next issue, so keep an eye peeled.) And competitors for new games?

I'm looking into it

Steve

THE COMIC STRIP PRESENTS...

Dear AMIGA FORCE

After buying issues #1 and #2 I felt it was about time I wrote. Just to say WELL DONE! Your mag has set a fabulous standard which a lot of other mags should follow. 36 short cards (how about doing them as cards? Just a thought?) Tips for almost every full-price game reviewed? So much the cheaper because there are no only details on the front cover? Nearly 30 pages of tips? Fabulous! These great ideas all add up to make an excellent magazine which deserves credit.

Some points. I think it's a great idea of Gareth Porter's (p4 #2) have Amiga for you to have a complete-related comic strip. I've seen other strips do the same, and it

and have had no problem with it so far, but recently all the yellow on the covers has turned pink. Is it the computer or the modulator? Plus, can I upgrade my A500 to a 256-bit so that I can run A1000 games? By the way, I was looking through some mags and found this piece on tuning your Amiga into a Mega Drive and a Mega CD and will run all Amiga games. I hope you can provide to show your other readers (as right, I was an advert slipped from a free publication). Is it true?

Thanks

J. Cook, Lee, London.

Phil: What a struggle I've had attempting to get the info you want from Commodore. These I must be labelled Commodore dealer, the distributorship recognition rate took my mind would only suggest that I refer you enquiries back to the shop where I bought my machine! After patiently explaining who I was and why I wanted the information, she very

kindly let me off. Further attempts frustrated me with the following:

though the only way at exactly the same £600 to a 256-bit machine would be by replacing the entire motherboard — approximate cost, more than a new A1000.

Your 'yellow to pink' problem is really a fault with the green (Y). By swapping your modulator with a brand to see if that's the cause of the trouble. If it isn't, you'll certainly need to consult a specialist. And finally, the company offering grade-installing your Amiga to run Mega Drive can't be asking for more cash than the price of a new Mega Drive! So even if I did write, what would be the point? Hope that helps

Steve

continued to work for them.

On your reviews, it would be nice for you to give an overall mark on games for graphics, playability, usability, sound, etc. Also, maybe if you made your reviews slightly bigger, and took a point of view from two reviewers instead of just the one? I am thinking (especially about subscribing to AMIGA FORCE), that it would be nice if you supplied your own personal service, so I could subscribe to it for 12 months, use other magazines. I think your magazine is brilliant, and hope it thrives in the way that CHAMON did in the 80s. Keep up the good work.

Richard Chessa, Bolton, Lancs

PS The chart for Zaxxon 2 is wrong. In actual fact, you enter the music selection screen (MUP or SPAGE), and type in 1, 4 and 5. It may not work the first time, so try it again if it doesn't.

THAT (S)WINGS IT!

Dear Steve

I am writing in connection with Kenneth Shuter's letter 'On, for the wings' in the January issue of AMIGA FORCE.

I also have a copy of 'Wings' which I purchased over a year ago and it is fine. It appears from his letter that he only has the one manual, this being the 10-page instructive manual. He should have received another manual entitled 'Fists (Personal Combat Simulator)'. This is an 80-page book which gives you a potted history of air combat during

■ Glad you need Gareth's idea about the comic strip. See this month's 'Read All About It' section to find Mr Foster's first piece of published work — yes, after reading my reply last Jan he sent some in (and I couldn't very well turn it down, now could I)? Your comments about our review style are welcome. I've already incorporated a second comment for a more balanced view. Although I'm still awaiting the temptation to use the names. Next month we'll be running a detailed reader survey which will address this very point (among other things). If enough people want to see the games ranked, we'll do it. But until the results of the survey have been obtained the reviews will stay as they are.

■ Didn't you see the subscription offer in issue #42? On web, check out page #1 this month for full details on a great deal!

Steve

Wm: It is that good you the passwords, in page 44, paragraph 4, line 1, word 5 — 'Mortals'. So if the only file we manual he is not within his rights to go back to the place where he purchased the game and say, 'This game should have two manuals but it only has one', if the editor will refund and it took with a game he can't play, could you give me his address so I could get in touch with him and maybe help him out with his password?

■ Keep up the good work on a fine mag

Alan Crawford, Pitts, Scotland

■ Thanks for enlightening first out for us. Am, and for the offer of help. There's a problem there, though. In as much as to help Kim out, the only way I can see would be to photocopy the entire 62 page book (which, incidentally, must either be 62 or 64 pages, as

you can't have an odd number of pages in a book). Now not only would that be a mighty hassle for you, it would also be strictly illegal. As such, there's no way I can forward you the address. I'm afraid — books the Ken'll have to have some serious words with his stockist...

Steve

AMAZING FEAT!

Dear Sir

Could you please answer my questions about the fast pads for the Amiga?

- 1) Can you combine it with another joystick such as the Logic 3 allowing wheel, and how?
- 2) Where can I get one?
- 3) If you cannot clear with the floor pads, then can you play the pedal one just 1, yet still clear with a joystick in port 2? Because usually when playing, you use only one joystick port, and only one joystick.
- 4) Are there any fast sheets or information packs devoted to joystick? Fast are available.

Mark Barrett, Weybridge, Surrey

■ I assume you're referring to the Galibrot Fast Pads. Well, in which case 'yes'. 'Quickshot', 'yes, but not how you think' and 'not at all the extremes'. Seriously, the Fast Pads will work in number of different ways, but to find out more about it, why not phone: Galibrot themselves? Their number is printed elsewhere in this article, and they'll be happy to help. Anyway I also send you fast sheets on all their products. It's nice, as well, other manufacturers if you ask, might enough be at least could be. If you really do intend to buy something continuously (weight)

Steve

SIR, IF YOU DON'T MIND!

Dear Sir

Having looked through issue #2 of your magazine a few times on visiting my local newspaper, I decided to try it. On reading it I thought 'wow! It was very bright and eye-catching, and I have never seen so many tips and cheats in one mag'. Having for a long time been thinking about buying an Amiga, I decided to write to you to ask for some expert advice on which one would be the best for me for the money. Basically, all I want it to do is to play a few games, to do a bit of word processing and a few home accounts.

Please print my letter up (I'm all my wife and I've asked a few people but they weren't much help).

Mike L Lewis, Northfleet, Kent

■ A second hand A500 with 1 meg upgrade would be ideal for your needs, just ensure it's all working properly before paying with any cash. The new A500 would be too although the omission of a numerical keypad may cause some headaches if you're planning some serious home accounting. Alternatively, there's no difference between the two, apart from the well-publicised fact that some games either require the numerical keypad or won't work properly on the 600 for obvious reasons.

Steve

TIPS BITS

This little section's dedicated to all the letters we receive asking for help with games we haven't completed, or simply don't know the answers to! If YOU can help, please reply to the usual address, mentioning your letter 'Type Box', Steve!

■ I recently bought Lure Of The Torii, and have managed to free myself from the dungeon and am now in the village of Turquoise. I have acquired a staff, a battle, some

magic glass, and a 'magical'. Unfortunately I can't find my way into the castle for the first time and can't find the dragon. Please help me!

L. Red, Perth

■ Have you got any cheats for CastleMaster? Captain Spenser?

D. Barnes, Northfleet, North

PS Thanks for publishing AMIGA FORCE. It's just the kind of magazine I want.

■ After using stick in the second edition of 'Picochip Director' was glad to see a cheat in another computer mag magazine for minds money. Unfortunately it did not seem to work! I would be grateful if someone could help me out.

C. Allen, Worcester

■ I've been struggling with the game Shadow Of The Raven 2nd quite some time now, and I am getting nowhere. I know of a cheat to get infinite money (with right ctrl, the 2nd button) (2nd

PRINT), but I cannot reach several places, such as the Cobble's cave. I also can't get past the traps in the Western Passage, guarded by the iron machine. I mean with what you've said, I can get past him, it's the traps that I can't work out. Please would you give me some help, as I'm getting frustrated.

Tom Widdell, St. Neots, North

■ I need help! No comments about it in the work (the Picochip Director). Let me I told you I needed help! But seriously, I need to find out how to get out of the 'Labyrinth' level in 'Escape From Silver's Castle' to go on to fight the last super-robot on the final boss. As everyone who's been there knows, it's possibly the most boring level in the universe and I'm sick of controlling a robot in frustration!

Randolph Mervin-Smith, St. Neots, North

GOING PUBLIC

Public Domain and Shareware libraries are an excellent source of value-for-money games. Saving his cash for other vices, JAMES 'THE RIGHT' PRICE checks out the latest PD products...

WHAT IS PD?

Public Domain (or PD) programs are where a programmer has released his or her copyright, allowing them to be distributed freely. PD libraries charge only disk and duplication costs, and you're perfectly entitled to copy a friend's disk. PD's bigger brother, Shareware, can also be freely copied, although the programmers usually ask for a negligible registration fee should you wish to use their game frequently.

Charityware is a new one on us, but is essentially Shareware with the fee given to a worthwhile charity. Good to see that someone still cares — make sure that you do too.

ACT OF WAR

■ 17 Bit

■ Can anyone remember Lester Blum? It's easily one of the most compulsive strategy games ever. I spent hours playing through the different scenarios and enjoy them even to this day. Well, it seems somebody out there does too: an Act Of War's one of the first PD releases I've seen in a long while. For those unfamiliar with the game, Mike, each side takes turns to



■ Act of War has a mission designer, so you can make weird scenarios (the delicious Sadden's moustache!)



move their troops. This is done by using each unit's allocation of action points, to perform certain actions. This can be anything from opening a door to loading a firearm with a view to blowing some poor snot's head off. Once you're satisfied with your soldiers' movements, you simply select the 'end turn' option, and it's time for your opponent (be it computer or human) to make their moves.

Act Of War comes with three scenarios, each one following on from the last. Select a mission and you find yourself in the winning faction, although the programmer has been thoughtful enough to include a default set for people too hurried (or too stupid!) to choose their own.

Once you've played it for a while, you soon get the hang of the well-designed control method. Moving your troops around becomes almost second nature and you might actually be able to complete a mission.

Act's a Shareware game with a CD, so it's attached. However, Mike's clever enough to include and receive an updated version of the game, complete with an additional mission and an excellent level designer. To me, this seems like incredible value for money: one of the best Shareware deals I've seen so far.



THE TEXAS CHAINSAW MASSACRE

■ 17 Bit

■ Quite easily the scariest game of the month, *Massacre* is the Arny incarnation of the notoriously well-known (and immensely gruesome) film. You are the part of Leatherface, a psychotic, chainsaw-wielding madman.

Who will survive and what will be left of them?

"THE TEXAS CHAINSAW MASSACRE"



Also supported by...

THE ADVENTURES OF QUAK AND SILVA

■ 17 bit

■ If you like big sprites and tricky gameplay reminiscent of the earlier *Maze* games, you'll probably like *The Adventures Of Quak And Silva*.

For those of you unfamiliar with the aforementioned gamestyle (where have you been?), *Adventures* is a horizontally scrolling

DATACLAN GAMES DISK 4 (1 Disk)

AMEGA RACE

■ Every computer has to suffer, no matter how far or how often you look, I expect you'll ever find a collection of games without this obligatory bodge game.

Ameiga Race is Dataclan's 4th game in the pack, it's yet another variation on the *Astrace* theme, with its distinguishing features being a lack of additivity. The usual restriction controls are the same as ever, but it differs from usual versions by including a fairly large score box in the centre of the screen. This can't be both or not enough, if you have to try around this

little race (really looking stupid, you can't even fly off the screen) — something we all like to print.



AINSAW



with an incredibly blackout. Wandering around a garden, you get to murder anyone foolish enough to stroll in front of your nasty traps. That's about it, although you do have to look for a nest to replenish your rapidly diminishing supply, or it's game over. Oh, and you can't leave.

Chisholm carries a CD registration fee. I can't recommend you buy it, as you'll have spent all time to either alter your first sitting. There is just not enough in it. The photo sequence isn't really that gay either — if you want to be depressed, check out Accardi's *Missworks* in the 1990s. Please, members of this site,



platform game. Enemies must be shot with your infamously ineffectual gun, although power-ups can be collected to make matters a little easier. Contact with the gothic, resident, revivables results in the loss of a life, and a

Some of the
spikes are rather
amusing. There's



Now I don't know how this came about, but *Amplitude* is exactly the same program as *Gamma* (and I've just said it's another Asteroids clone, but with alternative graphics and crumbly sound effects). To be fair, it's an adequate rendition that remains enjoyable for as long as your love of the space machine lasts. For me, this stretched out at around 7.5 minutes playing.



100



101 And is this sloughing of its pension obligations really justified as a reason for 23-P's at a minority magazine? I was on the *Game Boy* at the usual high price, and I wondered whether anyone would actually pay for it, as we did and would expect.

It's a C++ version, an O-Rest game, or a perfect implementation — and a prize in the eye for those hard-core players who want to win it all.

REVIEWER OF THE MILITARY CAMPAIGN

For more information, contact the publisher at 1-800-354-9700 or visit our website at www.mhprofessional.com.



Some The Hedgehog, Sub and Bob (Robin Robbin stars), and a creature we think is the first

Johnson: While they're doing an Adventure is inspired by... but we assume the programmer has used a paradigm or to avoid legal repercussions. There is probably a line more about on later levels, but the game is let down by the lack of reward points. I don't like going back to the start at a section every time I die — it makes my turning off finger twitch in an annoying manner.

■ Is it me, or does Boris look hungrier? Or is he surprised to see a creature in a red shirt with a concentration class? I would bet!



the resident garbaje I've seen in a long time. Ironically, you're a mutant, carved, and gaudy as in his friends shooting all manner of strange noises while working (and jumping) over a hostile landscape. There's also the option to have either a human or computer-controlled partner (Oh, a robot, I think, to assist in the conquest).

The graphics are clear and well animated, and the sampled sound effects give atmosphere to the strange happenings. Some of the spots are out of the world; one round is filled with hostile roll-ups [C], I can't think that's supposed to be just Old Hobbes in there, son! — [E] Translucent, you could see

As you'd expect, Flaversham is Shaversham, carrying a 25 registration fee. It's a pretty essential purchase to both novel enthusiasts and everyday participants, because it's quite indispensable for as opposed to required reading. It's the last word on the subject.



THE

Dr. J. Van Wieringen,
Tentoonstelling in de
Kunstzinnige School van de
Koninglijke Akademie van Schone Kunsten.

PUBLIC DOMAIN



NEIGHBOURS THE ADVENTURE

16/33

■ Who agrees with me when I say *Nightmare* is a *bad* programme these days? I can remember a time when people over three could identify with (or at least laugh at) the characters without baring an eyelid. These days, I'd rather eat my books than endure a single episode: as the creaky worthy plot does little to build on comedy, we're left with the most

So what about this CD adventure? It's obviously not a licensed version (although the programmers credit Disney Television on the title screen). Well, the plot stays fairly close to the subject matter (it's a bubble!) involving money-mad Paul Rosenbaum's attempt to buy Ramsey Street and turn it into a magnet farm, or something. Of course you (as the unidentified hero) have other ideas and wander around the graphic adventure's collective evidence of David's latest activities.

And, of course, *Intelligence* is not a *documentary* in the TV

game. In the original, you controlled a sphere rolling along a checkered pathway replete with hazards. There (and the term of choice is *fall* through, unless jumped) or 'special' patches that influenced your craft's movement (slowing it down, speeding it up, etc).

It was a simple concept that managed to be both tricky and effective — for a while, at least. The Amiga incarnation is pretty much the same, right down to the raised graphics unfortunately. This still doesn't detract from what is otherwise an engaging challenge, though, and it certainly is refreshing to take someone off down Microsoft. Even so

1	2	3
---	---	---

■ Let's put this straight now: Motorola's W600 isn't a top-grade option (apart from the metal controls) but it's good.





series and, surprisingly enough, all of them manage to be recognizable. However, the scenarios are very uninteresting (not to mention uninteresting) and the game text is very sparse to say the least. OK, so it may be PD, but I'd have thought they could have added a little more depth. After all, you've got the ultimate opportunity for parody here and it's almost a travesty that it's been largely ignored.

■ In a desperate attempt to boost ratings, **Boswell** is even wearing a plant on her head while the twins say how great **Boswell** tested last night!



SPACEMASTER

■ Roberta Smith PD

■ **Spacemaster** is a three-game compilation with the general theme being all things spacey. It gets off to a fairly mediocre start with **Spacemaster**, a variation on the flying section in the ancient **Combat** Atari cartridge. Two players are required in this version (the programmer says he's afraid of the mathematics involved in introducing a computer opponent) with the objective being to blast your opponent out of the sky.



■ The new model **XJ-128** starfighter came with built-in order and balance, for the more frenetic battles.



DATACLAN

■ **Clan** don't charge for disk duplication — just send in the disks and a stamped addressed envelope and they'll bring you the relevant compilations in the post. They can be reached at:
Dataclan
c/o 17 Salford Road,
Alford, Eps.
Low Fell
Cheshire
Type and Wear
NE5 5SD
Don't forget to include your name and address. You'll be surprised how many blank envelopes continue to arrive to the extent of non-delivery.

A myriad of options are available to soup up the gameplay: from black holes to different gravity and thrust levels. The latter play is fairly large part in the game, as there's a sun that (periodically) has your craft to a clip should you get too close.

Possibly the only innovative feature is the ability to play a friend via a modem. It's a good addition, but unfortunately you have to pay the telephone bill afterwards!

By far the better game of the three is **Cybernetics**. This one- or two-player game sees you scrambling through horizontally scrolling levels, shooting both asteroids and alien attack waves. There's also a fair amount of power ups, allowing some impressive destruction should you survive that long. **Cybernetics** is both graphically and sonically excellent. Though not exactly world beating for a mere £5 registration fee it's a great game for those horrible rainy days.

Strategy means up (consequently up!) head in the form of **Celestial General**. Up to nine players (computer or human-controlled) can



participate, and what the game lacks in graphics and action makes up for by the competitive nature of planet conquering. It plays like a board game, and won't disappoint those looking for a pocket adventure with a minimum of fuss. As with **Space** what you can play it via modem links, resulting off a great little product.



17 BIT

■ 17 Bit Software are a lovely bunch, ever willing to cater to your time-worn PD needs. If you want to find out more on their catalogue and order costs, send an SAE to:
17 Bit Software
1st Floor Office
2/2 Market Street
Walsley
WF1 1QH

16/32 CLUB...

■ If you want to order Neighbors for anything else in their catalogue, 16/32 can be found at:
30 Northam Road
Grove
Kens
M20 2JH
Duplication costs are £3 (without disk) and £1 (with a 5.25 disk). Special offers are available to registered users — ask for information and I'll send you'll send it.

ROBERTA SMITH DTP

■ Orders (for catalogue requests) can be sent to:
180 Poulton Way
Hammond Garden Suburb
Leeds
WF11 4JE
The cost of disk and duplication is a mere 50 pence, plus 10p for postage and packaging. Tbh.

I'd like to thank all of those who have contributed towards this months column (you know who you are). Also, if you run a PD library, and you believe your programs to be of a high enough quality don't hesitate, send 'em in. Until next month, then...

COMPETITION

YOU CAN STICK IT!

IN AN ENVELOPE... OVER £1,500 WORTH OF KONIX JOYSTICKS UP FOR GRABS!

Misunderstood, eh? We can remember when they were a luxury item, prized by many. To have a joystick with such wonderful technology would make people go weak at the knees. Now it turns out that these previously worshipped items are old hat and that analogue sticks are the things to own. If you want to know more about them (or more specifically the spectacular Konix version), check out the news section. Alternatively, if you want to win one, read on. Konix are very proud of their new hand-held joystick, the analogue version of the popular Speeding. So proud, in fact, that they've offered us a more than generous £100 to give away in this simple competition. All you have to do is answer the following questions:

A great new game arrives in the office. Does Steve...

Organise a bar and home video to everyone gets to take it home to play it with friends?

Wear it as a hat?

Take it home and keep it for around three weeks, swearing loudly if anyone else asks to borrow it?

James and Phil are playing Sensible Soccer. James has just gone 2-1 down with 84 minutes on the clock. What does he say...

Great goal! Phil — you deserved that one!

I used to be a woman, you know?

The joystick not working properly and the light's in my eyes and the computer's a 19"3" and the...

James walks with a slight limp due to an injury sustained during the Falklands war. How did this happen...

He stomped an enemy tank single-handedly, defeating over 20 men but got shot in the leg?

He was hit by a sniper while saving the lives of 12 innocent civilians?

He tripped over the coffee table trying to change channels?

amiga FORCE

■ FINISHED? GOT A GOOD IDEA OF THE ANSWERS? THEN FILL IN THE FORM (OR A PHOTOCOPY IF YOU DON'T CARE FOR MAGAZINE MUTILATION).

YOU CAN STICK IT COMP!

■ NAME.....

■ ADDRESS.....

■ POSTCODE.....

ANSWERS (ring your choices)

■ Q1 — a, b, c

■ Q2 — a, b, c

■ Q3 — a, b, c

■ It's vital that you fill in the form carefully and make it as legible as possible because we're going to be using them to mail the prizes — so it's in your best interests if you want to win!

Send your completed form to: **KONIX COMPETITION, AMIGA FORCE, European Impact, Ludlow, Shropshire SY8 1JW**, before 1 April or you'll have no joy, you fool.

amiga FORCE

TIPS FOR ALL!

GOBLINS 2

If the battle becomes one giving you double trouble, stop their offscreen with this fully illustrated guide to the first two sections.

52



WAXWORKS

Most graveyard scenes involve either mourning or death. This will help you avoid both.



ROME AD92

Don't get your legs in a twist — get your head around this repetitive two-level playing guide.

59



STREET FIGHTER II

Get brutal with the complete tips on how to win with any fighter against any other!

68



PLAYING TIPS

Well, Mordecai had his 'head of God' and the Greeks had their Trojan Horse, but both of these pale in comparison to AMIGA FORCE — the only way to cheat. If you want to beat that game and you haven't so far, it's almost guaranteed that A-FORCE will give you all you need to read those resolution blues packing. Read 'em and cheat, people...

THE COMPLETE INDEX!

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Goblins 2

Cocktail

Vislon's new pointer-driven adventure is even funnier (and harder!) than the original — see the review in this issue. But if Fingus and Winkle are behaving like a couple of dimwits, this solution to the first two sections will put them on the right track.

3

Only after much hassle will Taxxon the wizard let them in. First, Fingus must knock on the door and talk to Taxxon.

Winkle does the same, but the wizard still won't listen.



ALPHA POWER HEALTH WARNING: These tips are so comprehensive, they may spoil your enjoyment of the game if used without discretion. Only use them when you're really stuck!

FOUNTAIN



2

Only Fingus can operate the Fountain. While he's doing this, Winkle fills the Bottle with the Jet Of Water.

When Winkle uses the Bottle on the Teed, he spits out a mouthful of water at the archgriffon, which hops off and reveals a Stone.



4

Fingus sees the Stone on the Mach and wants to knock down the ladder Rung...



...then operates the Rung to pull down the ladder, which Winkle climbs before it snaps up again.

He can now look into the Chimney, and fall down it!

VILLAGE



1

One of the old men tells you if you try to get the Bottle. What you need is a distraction. So, after placing Fingus next to the Bottle, send Winkle to get the Seagull; he gets shocked by the Rotable, and...



...while the old men are laughing at this, Fingus can grab the Bottle.

5



After Winkle's blown back out of the stack, the wizard fleety opens the door.



WIZARD

8

Fingus sees the Matches on the Kettle to light the stove.



He then fills the Kettle using the Bottle. When the Kettle boils, it reveals a Spring Key — Fingus turns his hand on the steam if he tries to get this.



First, he must operate Kettle to blow out the fire. He can now get the Key.

9

Fingus inserts the Spring Key in the Cuckoo-Cluck on the mantelpiece.

Operating the Cuckoo-Cluck results in Fingus winding it up...

When the cuckoo's cover is off, Winkie (stood underneath) sees the Stone on the Big Key to knock it out of the cuckoo's mouth.



7

When Winkie steps on the rug's Tail, its mouth opens. Place Fingus next to the Head and, when the mouth is open, operate Head to get the Matches from within.



12



Fingus presses the Switch to send his pet onto the roof.

However, the dog is a light sleeper, and neither character can grab the Sausage from the ground. With Winkie standing on the spring-leap (left of cat),

Faces him, Winkie can safely grab the Sausage.



6

Fingus can talk to Tigger (red) for advice — but try a laugh, get Winkie to talk to him!



13

GIANT



PLAYING TIPS

FOUNTAIN



10

Either character can see the Big Key to open the Golem door in order to reach the Wine.



VILLAGE



11

Fingus uses the Bottle on the Fireman to revive them, and then picks one.



Fingus gives the Fireman to the Metale, who tells escape.

14

Fingus grabs the Sausage on the path to hit the Dog.



Within the Dog in roasting, Winkie speaks part.



While Winkie grabs the Chicken, Fingus (standing behind it) hits it on the Head with the Sausage to knock out an Egg!



15

Winkle enters the tree hole to open the Burrow.

Fingus enters the Burrow and emerges from the tree hole.

ON THE WAY OUT OF THE CANNERY, WINKLE WILL BE FORCED TO BRACE YOURSELF FOR IT.

1

TRENCH

The irritating Seba won't talk unless the horses rise up to his level, using the Flying Carpet. To get it, Fingus first enters the Trench and throws out a Bomb.

16

Fingus uses the Matchbox to light the Wood Pile at the Giant's feet.

He then cooks the Egg on the Hot Wood Pile; the smell wakes the Giant.



Fingus gets the Bomb, and Winkle (standing nearby) quickly lights it with the Matchbox. Fingus then throws it, destroying the guard.

17

Fingus gives the Sausages and then the Wine to the Giant, who falls into a drunken slumber, allowing Fingus to reach the exit.

2

Winkle enters the Trench and checks out a bomb to the lower level.

Fingus gets the Bomb, and Winkle quickly lights it with the Matchbox.

When Fingus throws the Bomb, it knocks the Carpet towards the evil Doer, where a green hand grabs it.

3

Fingus enters the Trench and throws out yet another Bomb into the upper level.



This time Winkle gets the bomb, Fingus lights it with the Matchbox, and Winkle throws it to knock the Carpet down.

4

Fingus steps on the Carpet, which rises up to the Seba, who tells him to throw some of the same of time into the trench.

5

TOM



Fingus uses the Steer to knock the Ball down from the tree. But before either he or Winkle can get it, a naughty little boy runs out and kicks it.

6



Winkie enters the House with the boy in it, while Fingus climbs near the upper-right House.



When the boy appears in the lower-right House, Fingus enters the upper-right House and catches the Ball.



The lighter from behind, taking the Ball to the boat.



With Winkie standing underneath the Basket, Fingus gives the Ball to the basketball Player who shoots...



7



8



Fingus knocks on the (top-right) Clockmaker's Door. Tom tells him to replace the clock's tick-tock with a melody to get the heartbeats. (This game's heartbeat! — Ed)

9

Winkie poses Battle onto Hymph to revive her (she flies up to right branch).



10

Winkie gives Battle to Kael, who drinks and offers to lift Winkie up with his hand. Winkie gives the hand and is thrown up to the tree.



12

He can then use the Flower on the other Stone, dropping it down the hole.



PLAYING TIPS

13

With Fingus standing on the rock (just of Stone), Winkie opens the Stone to release another Bee...



Fingus quickly jumps onto the Bee's back and takes a ride to the Hymph in the tree.

14

Fingus gives the Honey to the Hymph, who flies down to peel out the correct Mushroom.



15

Winkie gets the Mushroom (It's one of the few things he won't eat!)...

...and bashes on the Door to reveal Winkie's.

When Winkie gives the Mushroom to her, Winkie hears the



PLAYING TIPS

16

VIVALZART



Fingus talks to Vivalzart, who tells him to put the Mushroom in his music dream Machine.

19

Fingus gives the Meat to the Pteroth, which splits out the Bone.



Winkle puts the Mushroom in the Machine (Fingus just can't bring himself to do it).

Fingus operates the Machine (pressing the button on its side). It humbles a bit, but the Machine is hooked by a Clothes Peg on its tube. Somehow the heroes must get into the shell...



With Fingus standing on top of the pedestal, Winkle gives the Bone to Vivalzart who goes to put it in the tin, compelling Fingus up to the shell in the process!



Fingus can now grab the Clothes Peg and the Elbow Of Kindness.



17

Winkle reaches into the Jar and gets a Worm.



18

With Fingus standing on the spring trap (below Vulture), Winkle presses the shell Switch to send Fingus up to the cage of the Vulture, which pecks at him while he binges on.



In turn, Winkle and Fingus each fill the Bottle with the pollen from the Containers, and drink it to make them disappear into a musical dream!



Winkle must quickly throw the Worm up to the Vulture, so Fingus can (automatically) grab the Meat before falling.



MUSICAL DREAM

22



Fingus uses the Clothes Peg on the Tube in order to prevent a jet of steam coming from above the top-left mushroom. Very nasty!

23



Winkle reaches into the left Headlight to grab the Drumstick from the drum-set.



Winkle uses the Drumstick on the Head to make a Fly-catcher.

24

Fingus and Winkle jump on the Spring together (requiring careful timing) to open the Door in the left mushroom.



Fingus enters the Door and magically springs out of the top-left grinning mushroom.

56

AD • MARY

25

Winkie enters the Hole to appear on the top-right mushroom.

Fingus talks to the Galarist, who plays a tune...

Winkie uses the Flycatcher to grab the Hole which settles near him (before it shatters).

Fingus catches the Hole with the Flycatcher.

PLAYING TIPS

28

Fingus stays put, while Winkie puts the Mosquito in the Headlight. It buzzes round the drummer, making him play...

Winkie enters the Hole to reach the top-right mushroom. Fingus uses Pump on Saxophonist to make him play...

Winkie gets the Hole with the Flycatcher to make the Melody. Hurrah!

30

Winkie uses the Melody on the bottom-left House, to get it on the clock (at top).

Fingus tumbles on the Clockmaker's Door and talks to Tom, who gives him the Hourglass.

TOM

31

TRENCH

Fingus smashes Hourglass over the Trench to create a magical sand bridge.

Both characters walk across and go through the Opening in the castle wall.

Fingus jumps on the Spring. When the Pump appears above the left drum, Winkie reaches into the Headlight to grab it (requires careful timing).

Fingus enters the Hole to appear on the top-right mushroom.

Winkie uses Pump on the Saxophonist and Fingus quickly uses Flycatcher on the Mosquito which appears.

With our two heroes now well on their way we'll leave 'em to it... unless you want more that is! In which case write in and we'll do more next issue!

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ROME AD 92

PLAYING TIPS

This hysterical historical mouse-driven epic offers options galore for the adventurous among you. Starting life as a humble slave, your ultimate goal is to become rich and ruthless. So, if you're down on your denaris, or can't seem to progress much further than flunky, here's a handy guide to the first two levels...



Meet **Ingenuus Magnusus** — a thoroughly action apple and oil-round head case. Prevent him from murdering the Emperor and you could be rewarded...

Meet **Ingenuus Magnusus** — a thoroughly action apple and oil-round head case. Prevent him from murdering the Emperor and you could be rewarded...



Use the **THREATEN** option (found in **DO**) to extract money from weak Romans.

4

Don't threaten the **holier-than-thou** ones, though — you'll find him a pain difficult to deal with...



1

USE the scroll as **Ingenuus Magnusus**, and in return he'll reward you with three coins



Buy the slave (for two Denari), rob him from your fellow citizens by selecting the **PAY** option and clicking on the rival holder. Once he's given you the coin, repay the favour by **THREATENING** her, to steal the money back!

5



2

Wait until someone takes a dip, then select the **DO** icon. You'll find a **STEAL** option — select it to swipe a ringlet! USE the ring to wear it...



7

Congratulations! Rome rewards you in your new guise as an everyday citizen. Wonder what the lion's like...



3

Select **DO** and click on the **PAY** box. Select the **slavesman** and you'll have (like a cowboy) three Denari! on an evil-looking dagger.

6

For a killing three Denari, the horseman will take you to freedom. Spend it on the essence, though — leave it too late and you'll have an unresolvable, hot 'n' hairy death.

8



59

PLAYING TIPS

BE FOOLED: YELLOW-CLAD THIEVES AT CLARE. AFTER AVOIDING THEM IN PART 1, YOU VISIT.



It's best to use the RUN option for traveling, as you're up against a tight time limit. And had been from an overflowing mountain doesn't 'erf stng a bit, you know

It's possible to follow Begones through Rome to find out what he's up to. However, your time is better spent getting your bearings, as the overheard conversations act mostly as plot additons, with little consequence.



LETTERS, AND THEY'LL TALK WITH ME A GOOD AMOUNT HERE TO A GOOD POINT.



This guy announces important events, such as slave sales and gladiator tournaments, so take heed of his words and listen along to the appropriate voices.

THEY'VE GOT IT



NAME: MARILLA TAVEN
RANK: LITTEA
JOB: BATTLE

I KEEP WITH YOUR HAND CAN BE A SECRET BY YOUR HAND

Vesula Florin plays little part in the game, but offers accommodation for a negligible fee. If anyone finds out what purpose this serves, drop us a line. It's pushed the daylight out of us.



NAME: MURKUPULUS
RANK: SENATOR
JOB: NOVEL LINGER

DOUBT FROM WITH IF YOU WILL, PUT ON YOUR OWN HAND BE IT!

Unscrupulous in the use to see should you find as them too pricey. He can lend you up to 30 Conferences — essential for purchasing certain 'services'.

ALL THE MONEY THE GARDENS OF THE COURTESY
ALL MONEY IS AN INTEREST

The Arena is the place for your most lucrative business opportunities. Simply purchase a slave from the Forum Gate and click USA to enter your competition.

Picture the landscape is a competitive gambler. Try joining one of his chess games (using the loaded ones purchased in the first level) to make some extra cash.

PLAYING TIPS



BORG
KING
JED
PLAYING
COURTESY
JANUARY
RE IMMEDIATE GARDENED TRY
ONE OF HIS BEST GAMES



Attempting to enter the palace without money will be viewed unfavorably by the guards. They're open to bribes, however.



Slitting for slaves is a simple affair. Just select 'BID' from the 'DO' option, and bid your price. Usually, you'll get the guy first time. Be advised to buy as many as you can (with all your borrowed money) to ensure success in the arena.



Once the combat's begun, you'll be able to sit back and watch the action. Fingers crossed, your slave should win. If he doesn't, you'll either have to wait for the next sale or enter another man (if you have one).



He who lives by the sword, dies by getting his torso ventilated by Irons Centurion! Mugging fellow citizens is a risky business, so don't do it...

If you can't reach the third level now, you're either very unlucky or terminally puzzled. A quick tipette for the third level is to build your fort in open space — it's difficult to gain entrance with a hill blocking the door!

WAXWORKS

EGYPTIAN PYRAMID



• To kill the alligator first find the urn containing the embalmed organs on Level Two, then return to the 'gators pool and smash the jar in front of him. When he starts out to eat the entrails, hurl a spear at him!

• Check out the screen shot in the 'Rack Pickings' reviews section to discover one of the correct combinations for the puzzle floor. Or you can solve it by making each row add up to 19...

• Knock out all the support beams on Level Three to reveal a secret room on Level Four. You'll find a tuning fork inside which you need to complete the Fifth Level.



• On the Fifth Level you'll discover a maze depicting some snakes. This is, in fact, a secret door — just smash it with your sword to liberate the tile within...



• The papyrus from Level One depicts all the lethal floor tiles on the Fourth Level. Avoid all tiles marked on the papyrus to survive.



• Get the plank from the warehouse with the unlocked door on the Waterfront (in Wapping Lane) to bridge the gap to the Locksmiths — across the roof top from the clothes shop...



• Either the Whistle or Shalgun can prevent you from getting mugged near The Help too.

• You need the rope from behind the Hardware Store to enter the Tailor Shop. Tie it to the chimney and lower yourself through the open window.

• Use the sleeping pills to knock out the guard dog of the Pawn Brokers (you'll find 'em in the chemist's). To get him to eat them, put the pills inside the meat you find behind the butchers.

• Give Willy The Dip the watch from the Pawn Shop, and he'll pick the pimp's pocket in the Bull Pub — furnishing you with the key to Molly's house... and her address book!



Acetolade's massive mouse-driven adventure's been causing some huge headaches out there in Amigaland. After several heart-felt pleas of 'help!' from various corners of the country, we've responded with these general tips for three of the game's levels, and a complete solution to the 'Mines' section. Hope you dig 'em!

JACK THE RIFTER

PLAYING TIPS

THE MINES

Years of dodging with the dark forces have mutated your beloved sibling into a giant plant — it's your job to kill him, and his radioactive national Enraptured in a network of mine shafts it's hard enough to even find him, so here's what to do...



1



You begin this section in a broken elevator. Search the injured professor to find a screwdriver and cigarette lighter. You also need to collect the chemical sprayer, but don't bother fiddling with the damaged controls just yet.

2

Pick up the pit prop from here, you'll need it to stop the runaway mine cart.



The mines are infested with

mutants. On encountering one, USE the chemical spray to defend yourself.



The mine cart is a problem. To stop it in its tracks you must DROP the pit prop, but only do this where indicated or you'll either get crushed or block the tunnels (you can't pass the cart once it's been halted). First drop the prop on the rails, then walk forward until the cart starts rolling toward you and tug it backwards rather sharply! Once stopped you'll find an iron bar inside — you need this to poke your brothers' eyes out!

3

Nasty corridors are blocked by deadly vines. A quick squirt on the sprayer will allow access, though — marked with a 'V' on the map.



5

There are a collection of tools lying around the place, so you can take your pick!



9

Grab the electric bolts from this creepy corridor and save it for later.



10

Difficult to spot, you'll find the welding torch at the end of this corridor.



11

This dead engineer will provide you with a second hand-saw, a key and a toolbox.



4

Collect the gas bottle and make from this dead welder for later use.



12

It's dark down here! Carefully search this gloomy dead-end for the drill, then turn left to locate the drill bit which is stuck in a hole in the wall. There are a number of holes on keep trying till you get the right one!



PLAYING TIPS

6 Scrape the charcoal from this burned pit prop; you'll need it to make a filter for your gas mask.



7 Not exactly the sort of supplies, but it'll do!



Walk into the alcove and turn left to face the generator. Below the petrol cap is a small drainage plug. If you collected the screwdriver from the injured man in the lift you can remove the stopper and, by dragging the chemical sprayer quickly inside it, fill it up with petrol. The sprayer you replace the stopper the greater your chances of refilling the sprayer later on. Also, if you have the lighter, your chemical sprayer will now act as a flame thrower. Whooah!

8

These disgusting pods create instant death if undisturbed. These locations are marked with a 'T' on the map, so you should have no problems spraying them before they erupt in your face!



Switch the First Aid Kit from this mangled manne; then SEARCH him to find a second handkerchief and the key to the lift doors.

13

Now you've got the right gear you'll be able to open the steel cages. Click on the locks and select OUT OFF to gain entry, as this one you'll find plenty of dynamite and a detonator.

14

Oh, brother! Here's your mutated sibling in all his glory. He sure doesn't look like a penny ant, he growls, he snarls! The Scientist will reward the lift controls enabling your escape after the Soldier has taken care of the explosion. Just make sure you're wearing the Protective Suit and Gas Mask (with hand-made filter system) before entering the doctor's lair — you'll first need to USE the Iron Bar as a weapon against the giant mutant, or his eyes will hypnotize you into inactivity and, eventually, death!



18



Inside here you'll find these



17 The detestable doc takes a while to heal the prof, so unlock the safety doors and close them before you leave her to it. This will protect them against attack while you make your way to the final showdown with your twisted twin.



Don't bother with the mutant, but give the soldier all the equipment he needs to blow the mines up. In order to make the Gas Mask safe you need two pieces of Charcoal from Star 6. Wrap the Charcoal in the Handkerchiefs, and drag the Handker over the Mask to provide adequate filters. Wear a Protective Suit and Gas Mask yourself, then give one of each to the soldier. He'll give you a list of the equipment he needs — select the items from your inventory and simply drag them onto him. You'll need to fill the drill from one of the bottles you've collected before he'll accept it, though, lucky twist! You can now give the medical kit to the Female Doctor, who will accompany you to the lift...



15 Gas Masks, a pair of Protective Suits and a couple of Melior Cocktails. From here, go to Stop No. 18, but remember to TALK TO the injured professor (in the lift) on the way. He'll ask you to fetch a doctor...

PLAYING TIPS

CEMETERY

This handy map shows the key locations in The Cemetery.

» Remove the heart from the Dead Girl then smother your Uncle. He'll exchange it for a stack of His Points.

» Kill the Vampires by sharpening the stake and using it as a weapon against them. But be quick!

» Collect the Brass from the altar and take it to your ancestors — they get Uncle Boris to cast a spell...

- A Starting Point
- B Gardener (Seythe)
- C Iron Bar
- D Family Tomb
- E Dead Girl (Heart)
- F Wooden Stake
- G Church
- H Vampire

» Always attack the centises arms first, then go for the head. If you decapitate the buggers they still keep attacking you!



Starting Point



Family Tomb



Gardener (Seythe)



Wooden Stake



Iron Bar



Dead Girl (Heart)



Vampire



Church

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STREET FIGHTER II

What a really excellent conversion of the classic coin-op this is. It even outdoes the Super Nintendo version with the inclusion of car-smashing and barrel-breaking subgames. It's a tough game, though, so we've compiled this comprehensive playing guide, showing you how to beat every single opponent — using any of the eight fighters!

GUIDE



Learned to fight while training for an American-style special.

Forces team. Used a blend of karate and street fighting.

SPECIAL MOVES

Seie Boom — roll of a ring created by pelting his arm. **Overhead Flash Kick** — powerful defense against early punches.



tries all his flashy kicks. Jump to avoid the bull attack and wait for a chance to throw him.

VS RYU/KEN

Computer Ryu can easily be defeated by dropping him with an over-shoulder throw, then finishing him off with rear throws and punches.

The more aggressive Ken is a trouble. Stay back and poke him off as he

tries all his flashy kicks. Jump to avoid the bull attack and wait for a chance to throw him.

VS RYU/KEN

Only against computer. If only against a good player. Stay in the air and

don't get too close — use your hundred kicks if they don't job.

CHUN LI

Compensates for her lack of strength with quickness and agility. Very good in the air. **SPECIAL MOVES**

One Hundred Kicks — ultrafast repetitive kicking.

Rolling Bird Kick — spectacular overhead kick, lands down with legs swinging. (No seen on TV) — 60

CHUN LI



VS M. BISON

Watch for him to approach. Then attack quickly with some booms and flash kicks.



VS SAGAT

Use flash kicks and long leg attacks. Don't trade punches, but throw him if you get the chance.



VS CHUN LI

Stop her from getting close by using some booms and strong kicks. Only go for the killing throw when she's lost much energy.



VS MEGA

Your only chance is to play defense, using long kick jumps and the major throw.



VS BLANKA

Blank throws are best. He has his electric defense, zap him with a sonic boom.



VS E. HONDA

With good timing you can throw the fat guy all over the place. The only danger is his thousand slaps attack.



VS E. HONDA

Fatty defends well against flying kicks, so try quickly bouncing either side of him and throwing when you get the chance.



VS BLANKA

A tougher. Watch out for his rolling ground attack and jumping tip kicks. What if he electrocutes himself? then foot-stomp on him (you won't get hit).



VS BALBOA

Wait for an opening, then use thins and punches. Blank any attacks, though — one good hit and you're good.



VS DHALSIM

The Dhalim lets release on long range attacks, so get in close and do some fast throws and punches.



VS SANDHU

Get in close, keep throwing him, not giving him a chance to counter. If you receive an attack, fall back and beat him with some booms until you can get close again.



**VS YODA**

Tecky isn't he squats you in aerial power! Use his anti-run tactics and boomer around the walls to confuse him.

**VS ENHANSIM**

Keep on the attack — don't give him any time to counter. Try some red-air strong kicks.

**VS YODA**

Don't beat you in the air with his flying leg attack. Try using good defensive tactics and the occasional spinning bird kick.

**VS SAGAT**

Wait till he gets close, then go for an aerial attack. Watch out for his tiger uppercuts.

**VS M. BISON**

Lure him into an attack, then let him wind up. When you get the chance, throw and kick him.

**VS ZANGIEF**

Use spinning bird kicks and throw him when he's dazed. Don't let him get hold of you.

**VS BALBOG**

When he comes close, jump up and strong-kick on the way down. Once he's on his back, follow him across the screen with medium punches before throwing him.

THE CHEAT!

Yoda, now two players can select the same character for play against on-screen. First, select a two-player game. Enter any two characters, pause the game, and type in 70020, and the screen border should flash purple. When you return to the main menu, you'll both be able to choose the same fighter, say Balog, Yoda, Balog, Yoda. Thanks to Rocky Porter of Bannockburn for this well-kept tip.

**VS ZANGIEF**

A catch. Against computer, jump up and down using strong roundhouse kicks in the air.

**VS M. BISON**

Block his attacks and counter when you see an opening. Dragon punches, hurricane kicks, and short kicks are best — not fireballs.

**VS SAGAT**

Duck at the start and use strong leg sweeps. If he tries a tiger uppercut, move beneath him and strong leg sweep as he lands.

**VS BALBOG**

Don't enter immediately go for a long hurricane kick to daze him. Throw or dragon-punch, then do a couple of short sweeps for a perfect victory!

**VS ENHANSIM**

Keep your distance and use fireballs on his standing limbs. If he tries a spinning drill, let him with a fireball. If he does it in the air, flame attack sweep over him and attack from behind.

**VS YODA**

Time your fireballs so he lands on them. Stay back and try to run down the clock. When he jumps off the fence, dragon-punch him.

**VS YODA**

Against computer, immediately walk-right and throw him. Don't jump kick — his tach kick is better. Don't get too far away or he'll use his sonic boom.

**VS BLANKA**

Easy to throw. Just keep out of range from his long sweeps and punches. If he gives electric fireball, hit.

**VS E. HONDA**

Keep him at a distance using fireballs. If he jumps towards you, do a leg sweep. Don't try flying kicks.

VS CHUN LI

Don't attack or use fireballs. Against computer, use strong uppercuts as she jumps at you. Versus a player, wait till she jumps, move underneath her, and short-kick or throw her.

**RYU/KEN****RYU**

These karate kids have essentially the same range of moves, so tactics are identical.

KEN**SPECIAL MOVES**

Popoia Fireball easy to perform and very damaging. **Hurricane Kicks** this spinning kick is a great way to put quickly across the screen. **Dragon Punch** hard to execute, but virtually unstoppable.

PLAYING TIPS

EDMOND HONDA

■ **HONDA**



The gigantic Sumo wrestler is remarkably quick for his size. Virtually unbeatable in a ground battle.

SPECIAL MOVES

Thousand Hand Slap (aircraft slapping is a good defence)
Sugar Head Butt (most effective at short range)



VS RYO/REN

■ Use the overhead chop on their flying attacks. Move in and smash them with strong punches and kicks.

ZANGIEF

The infant fighter has no missile attacks, but compensates with sheer brute force.

SPECIAL MOVES

Spinning Clothesline (during this whirling noise, he's immune from missile attacks)
Spinning Pile Driver (after the opponent head-first into the ground)



VS CHUN LI

■ You can't match her agility, so wait for her to attack, then do a spinning clothesline. Throw her if you get the chance.



VS GUILI

■ Don't take him on in the air. Use knee down and strong leg sweeps after he flash kicks (Rapid sets) booms with the spinning clothesline.



VS VEGA

■ Defend the really, and keep him at bay with legging kicks and leg sweeps. If he gets too close, do one of your devastating throws.



VS BALROG

■ Dodge his punch, then double-kick and throw. Time your spinning pile driver to grab his arm and squash his skull.



VS BLANKA

■ Spinning pile drivers are very effective. Or try some roundhouse leg sweeps and legging kicks.



VS RYO/REN

■ Defend against fireballs and hurricane kicks with a spinning clothesline. Use the spinning pile driver to crush 'em.



VS SAGAT

■ It's hard to avoid his fireballs, so get in close and use leg sweeps to knock him down. Follow up with a powerful throw.



VS GUILI

■ He's very quick, so keep your defence up. Surprise up. Surprise up. Surprise up. Surprise up.

Fun with the occasional flying head butt.



VS BHALEM

■ Try to jump in close — he's a whine at long range, but once in a corner he's a pushover.



VS BALROG

■ Just thousand-slap him to death — his throat'll keep waking into them!



VS VEGA

■ The constantly twine usually keeps his distance. When he does get close, kick him. Run the clock down if necessary.



VS SAGAT

■ Get in close or his energy won't tell you. Lay into him with every thing you've got, and don't stop.



VS M. BISON

■ Be patient: wait for him to come to you. Block his attacks and counter with slapping.



VS M. BISON

■ Blocking his combinations is the key to success. Use leg sweeps to keep him at bay, and get him with a pile driver when he falls.



VS BHALEM

■ Use spinning clothesline to defend against his drill attack. Use leg sweeps to stop his bandy attacks. Get in close and pile him.



BLANKA

BLANKA



The Brazilian monitor is one of the best all-around fighters.

SPECIAL MOVES

Electroball

1,333 volts through his body, shocking any opponent who dares to touch. Rolling Attacks: rolls forward into a human combatant to bowl over enemies.



VS RYU/KEN

■ If they try leaping kicks, defend with electricity. Get in close and place them with strong punches and kicks, before going for a belt.

VS DHALSIM

■ Use flying kicks to counter his drill attacks. Jump over joga fire and kick him, then bite to finish.



VS ZANGIEF

■ Comes towards you. Use fire and flame to keep him at a safe distance.

VS RYU/KEN

■ Punch them from long range, then jump in with a flying drill. Slide under punch fireballs.

SPECIAL THANKS

■ To Chris Age: Host of our sister mag N-FORCE (the magazine for Nintendo gamers) for helping us to compile the ultimate Street Fighter II guide. Thanks, Chris, now we can beat you up!



VS HONDA

■ Use your superior reach. Don't jump in the air — use leg sweeps to knock him down. Counter thousand slaps with electricity, and do a rolling attack if you get him in a corner.



VS CHUN LI

■ There's only one way to defend against her stunning aerial attacks: electrify yourself to freeze her!



VS ZANGIEF

■ Don't trade blows — use leaping kicks and strong punches to keep him away.

VS GUILE

■ Don't attack from the air — his Flash kick is too dangerous. Use plenty of leg sweeps if he jumps at you, use electricity.



VS SAGAT

■ Duck under his energy waves and punch him in the knee. If he gets too close, throw and then freeze him.



VS M. BISON

■ Neatly. Kick him when he's close, and leap-block. Counter when his guard's down.

PLAYING TIPS



VS BALROG

■ Immediately move left, blocking his attacks. When you see an opening, try a rolling attack. Follow up with a bite.



VS VEGA

■ Keep your distance and go for long range kicks. When he leaps off the fence, electrify him.



VS SAGAT

■ Dodge his missile attacks and go for his weak legs. Try a double knee lift when in close.



VS M. BISON

■ When he tries a torch attack, electrify yourself. Don't even think about a rolling attack. Use strong punch and kick combinations.



VS HONDA

■ Yoga flames and fire work well — faty has difficulty jumping over them. Do try sliding attacks.



VS CHUN LI

■ Block her aerial attacks. Use the slide attack when she's on the ground.



VS GUILE

■ Don't block you arms and legs out, or they'll be flash-fucked. Try getting him in a headlock and giving him plenty of nuzzles.



VS BALROG

■ Pounce him in the gate to keep him at bay, before going for some drill attacks. Finish him off with fireballs.



VS VEGA

■ Hold his mouth in the air. Wait to catch him off guard with some yoga flame.



VS BLANKA

■ He's fast so watch him. Use fire whenever he turns into a ball or electrifies. Give him some nuzzles.

DHALSIM

Through meditation, he can control his body and extend his limbs for long-range attacks.

SPECIAL MOVES

Yoga Flame: a ball of energy that has nothing to do with

Yoga Flame: devastating fire-breath attack — must be at those corners he sits!

DHALSIM



Lemmings Lifeline

Don't do it! It's not worth it, no matter which level of Lemmings you're completely stuck on! The one and only Lemmings Lifeline will help you sort out your problems and put you back on the road to sanity. This month, we've had a couple of letters from Mrs A Wilson and Nick Slaper, begging for help on Tricky Level 10 of the original game, aptly titled *Postcard From Lemmingsland*. If you need help, write to Lemmings Lifeline, AMIGA FORCE, Empress Impact, Ludlow, Shropshire SY8 1JW, enclosing your name, address, and the game and code of the level you're stuck on [either from the original game, or the later levels disk], and we'll sort it out.

1

Turn the first guy into a climber and a parachutist (this is for later). He'll climb up the first wall and walk to the right.



2

Just as he reaches the edge of the pit, turn him into a vertical digger — but not too early that he leaves a column of ground between his digging and the pit.



3

When he's dug a short way down, turn him into a builder. You should find it so that his bridge just ends before the ledge.



6

Get it right and his friends will be able to walk up the slope he's created...



...and cross the bridge to reach the exit.

6

Hurried that he'd be, we've forgotten someone! Yes, our intrepid bridge-building, tunnel-digging hero continues walking left until he reaches the leftmost pillar. This he climbs and, when he reaches the top, parachutes safely to earth before walking right to join his pals at the exit. Tressss!

POSTCARD FROM LEMMINGSLAND (CODE: CCKNNHSP)

This Tricky level is harder than a lot of the later ones.

Though you're not given a lot of climbers and parachutists, there are no blockers or bombers, and only one of each digger and a solitary builder. The main difficulty is that you have to get every single lemming to the exit.

SUCCESS!

CUT-OUT IN CHEAT!

CHEAT CARDS

Are you still searching through old mags for those cheats you need now? — CUT IT OUT! 'Cuz that's just what you can do with these handy cheat cards, these store them with the relevant games for ease of use.



CHEAT CARDS



1. ACTION FIGHTER
2. AFTERBURNER
3. ARCHIPELAGOS
4. ARKANOID
5. ATOMIC ROBOKID
6. BATMAN: THE MOVIE
7. BOMBUZAL
8. CARRIER COMMAND
9. DRAGON BREED

1	2	3
4	5	6
7	8	9

ARCHIPELAGOS

(Intelligent)

An idle will work getting your hands on, this 3-D strategic gunner steers you in with its infinite, infinite atmosphere. When choosing the starting level, enter 8401 and press Return twice. You can now choose any level from 1 to 2000.



AFTERBURNER

(Mr Speed)

Poor attempt at converting the crazy hydraulic coin-op — maybe it wasn't worth trying. Pause the game, type THUNDERBOLDS, and unpauses. Now press: 0 — extra missiles, H — extra lives, + — back a level, - — forward a level.



ACTION FIGHTER

(Klax)

Medicine Spy Hunter variant, featuring vertically scrolling blasting/teasing and a bike that transforms into a car. Type in 2BACKDOOR on the high-score table to get infinite lives and energy.



BATMAN: THE MOVIE

(Mr Speed)

One of the better video conversions made turning any series into varied game sections — the 3-D driving a particularly well done. On the title screen, type JAIL, then keep pressing H until the screen flips. You now have infinite lives, and F12 switches a level.



ATOMIC ROBOKID

(Mr Speed)

Slow and glitchy, this strange horizontally scrolling shoot-em-up is no technical masterpiece, but it is still really playable. To gain invincibility, type TUESDAY 14TH on the title screen.



ARKANOID

(Mr Speed)

As Breakout games go, this one is pretty playable. Not one to impress your friends with, though. For an extra 33 levels, press F3 for a one-player game, or F4 for two players (instead of F1 and F2).



DRAGON BREED

(Mr Speed)

A fair conversion of the old beam coin-op, this horizontally scrolling blast isn't one of the top shoot-em-ups around. For infinite lives, pause the game and type IFEM. Pressing H allows you to skip levels.



CARRIER COMMAND

(Klax)

A collection of Amiga software, this epic hybrid of strategy and 3-D action is a great buy on budget. Pause the game and type CROWD WITH ME to obtain invincibility. The cheat can be toggled on/off with the + and - keys.



BOMBUZAL

(Intelligent)

Level codes:

BOSS — 4	BOB — 45	GOFL — 73
ROSE — 10	BOB — 44	GOLD — 80
RACE — 10	LEAD — 40	PALM — 84
TREE — 10	TAPE — 14	USCO — 83
SWIM — 20	PRG — 14	WORM — 83
SWIM — 20	PULL — 80	WORM — 100
	SWIM — 140	



CUT-OUT IN CHEAT!

Just cut out the coupons to
keep in your game box!

CHEAT CARDS



CHEAT CARDS



10. DRAGON SPIRIT
11. ESWAT
12. F-29 RETALIATOR
13. FALCON
14. FULL CONTACT
15. INTERNATIONAL ICE HOCKEY
16. JUMPING JACK SON
17. KICK OFF 2
18. KLAX

10	11	12
13	14	15
16	17	18

F-29 RETALIATOR

One of the most accessible, and playable, flight sims around. Hopefully it'll eventually come out on budget.

Enter your name as **CHARAN** and you'll be able to fly any mission with an unlimited supply of weapons.

ESWAT

He's what? Another glacial conversion of an obscure coin-op? Tsk! The programmers are obviously KLP fans, though. Praise the gods and type in **JUSTIFIED ANCESTORS OF MU MU** for infinite lives.

DRAGON SPIRIT

A fairly poor vertically scrolling shooter, even on budget. Mind you, the coin-op wasn't exactly a classic.

Pause the game, type **DRAGONHEAD**, and press F10. You can now choose your level by pressing the relevant number.

INTERNATIONAL ICE HOCKEY

Complete simulation of the tough sport — fans are better off waiting for *IceStorm*, into conversion of their excellent Sega Drive game. Whenever you score, pause the game until the music stops. You're then given some extra points.

FULL CONTACT

This martial-arts masterpiece is a great buy on budget. And trust those nasty Team 17 guys to come up with a strange cheat mode... During play, type **GAZWXDCRFYTGBYHNUM** to make your opponent drop dead.

FALCON

A sound flight sim, but then there are so many better ones around (especially *F-16 Stealth Fighter*). Hold down **SHIFT**, **Ctrl** and **X** to enable in-flight re-arming — we wonder if this will ever happen in real life?

KLAX

One of the most compulsive puzzles around, this really gets you in a tizzy with all those bricks rolling down at a rapid rate. Here's one for a single cheat, though? Just press **2** to skip a level, and **4** to go straight to the last level!

KICK OFF 2

This fairly mediocre is been superseded by Sensible Soccer, but some devotees still insist it's the best. Cheat against computer opponents by substituting their goals with an outfield player. It's just not cricket — it's football, actually!

JUMPING JACK SON

Big old boy would jump around the square to collect the vectors — and play on to assemble the greeny soundtrack! Good fun. Here are some level codes:
1 — ROCKWELL **2** — NOBES
3 — ELVIS

CUT-OUT CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



19. LAST NINJA 3
20. LOGICAL
21. NEBULUS
22. NINJA WARRIORS
23. PIT-FIGHTER
24. RICK DANGEROUS
25. THE RUNNING MAN
26. SHADOW OF THE BEAST 2
27. STARGLIDER 2

19	20	21
22	23	24
25	26	27

NEBULUS

(Atari 2600)

One of the all-time classics, maybe this innovative 3-D platformer will come out at budget.

For infinite lives, type **HELLOAMJMP** on the title screen. Press F1-8 to choose your starting level.



LOGICAL

(ColecoVision/Jag)

This perplexing puzzler gets a bit laborious, moving all those balls around. To avoid losing your marbles, try this.

Typing in **THE FINAL CUT** takes you to the construction kit.



LAST NINJA 3

(System 3)

The best of a great series, this is an engrossing mixture of puzzles and fast-on-up action.

Here are some level codes:

1 — SUSS	4 — BASD
2 — IMED	5 — NVOIS
3 — URTI	6 — REOD



RICK DANGEROUS

(Atari)

One of the funniest (and most playable) platform games of all time, this is an absolute steal on budget. On the high-score table, enter your name as **POCKY**, and you can restart on the highest level already reached.



PIT-FIGHTER

(Atari 2600)

Some reckon this is a poor coin-op conversion. We disagree! It's great fun with two players, and a snap on budget.

Type **LOGSTERS** during play, then 1-10 to skip levels. Pressing C takes you to the championship level; L to the elimination round.



NINJA WARRIORS

(Atari)

Press Caps Lock, type **CHIBIBAB**, then turn Caps Lock off again. The game is a bit slow. Alternatively, replace **CHIBIBAB** with a **SMALL STOP FOR NAME** — jumping characters jump off screen. **STYLIS** — robot levels. **MORTY PITFIGHT** — endless-wave levels. **SCOPY** — endless-wave **STYLIS** again — press B for slow motion. **THE TERMINATOR** — body parts explode when you die!



STARGLIDER 2

(Atari 2600)

The game that made every take-try an Atari, this 3-D missile shooter has a wonderful atmosphere.

When you start playing, press F to bring your ship up a bit — when it's missed, press the game. Type **WELL** on a mission (FROM GOD) and press F pressing K to win your ship.



SHADOW OF THE BEAST 2

(Atari 2600)

The game's not as shallow as in the original, but it still talks to live up to the noisy sound and graphics.

Walk right till the mirror appears, press A, and type in **THE BEAST**. You can have infinite lives (nic).



THE RUNNING MAN

(Atari 2600)

A stringy good conversion of the 1976 Schwarzenegger movie, with boring beat-'em-up action and a hero who wastes, rather than maimed. For infinite energy, get a high score and enter your name as **ColtSokk**.



CUT-OUT CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga
force STEG



amiga
force STINGER 2



amiga
force SUPERCARS 2



amiga
force SPIN NAW-ON



amiga
force SWIV



amiga
force TRODLERS



amiga
force TURNUKAN



amiga
force VAXIME



amiga
force YOURS THE MYTHOS



CHEAT CARDS



- 28. STEG
- 29. STRIDER 2
- 30. SUPERCARS 2
- 31. SUPER HANG-ON
- 32. SWIV
- 33. TRODDERS
- 34. TURRICAN
- 35. VAXINE
- 36. VENUS THE FLYTRAP

28 29 30
31 32 33
34 35 36

SUPERCARS 2

(Rings)

This superb overhead racer features a split-screen two-player mode for frantic, competitive competition. An absolute bargain on budget.

To cheat, enter Player 1's name as WONDERLAND, Player 2's as THE SEAR.

STRIDER 2

(MS-DOS)

This 'steep' to the coin-op conversion was made up by Life Gold (there was no Strider 2 coin-op), and it's a real crash cop. Play the game, then type in SWIFT. Press 0, 0 or hold the left Shift key and Help for infinite lives.

STEG

(ModelMaster)

Technically it's not that good, with some very janky scrolling, but this is an innovative and playful little game. Here are some level codes:

- 1 — BLOODFIRE 0 — 10000000
- 2 — 00000000 1 — 10000000
- 3 — 00000000 2 — 10000000
- 4 — 00000000 3 — 10000000
- 5 — 00000000 4 — 10000000

TRODDERS

(Share)

This Lemmings-inspired run-'em-up was trocked by some other mags. Don't believe a word of it — it's a great game. Yet more level codes:

- 00 — 000000 00 — 000000
- 01 — 000000 01 — 000000
- 02 — 000000 02 — 000000
- 03 — 000000 03 — 000000

SWIV

(Share)

The best vertically scrolling shooter available features nonstop, frenetic action — enabled by a continuous feeding system. Great with two players. Pause the game and type HCC-TP01 for infinite lives.

SUPER HANG-ON

(MS-DOS)

As any biker I tell you, they don't make em like they used to. This is a perfect example, a golden-age racer with plenty of pep.

The ultimate cheat is to equip your bike with guns. To do this, enter your name as TSGJ on the high-score table.

VENUS THE FLYTRAP

(Shareware)

The level codes are:

- 1 — MANTIS 0 — SATYR
- 2 — CROCOD 0 — LYCAON
- 3 — PHYLLO 7 — PYRALID
- 4 — PHYLLO 8 — NOCTUID

Or type in these cheat codes for extra weapons: MERCURY BARS, JUPITER SATURN and PLUTO.

VAXINE

(MS-DOS)

Weird 3-D shoot-'em-up where you shoot balls. It can get very frustrating.

During play, type WILDERBOTS, then F3 to skip a level, F2 to skip 10. You can also press F2 to go back a level, and F4 to go back ten.

TURRICAN

(Share)

Some (almost) reckon the levels are too big on this epic arcade experience. Huge superbeddens make excellent use of the 68000 chip.

To gain 80 extra lives, enter your name as BLUESMOON on the high-score table.

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Even when they're taken to the other world, this is the best-priced driving game. The ultra-realistic 3-D action is superb, the computerised opponents jump and lunge just the way you'd expect, and the computer rules and race results are as realistic as those of a real race.

THREEBIES!

SWITCHBLADE

A cracking action adventure with the hero punching and kicking baddies galore as he switches for the fragments of a mythical sword. The innovation of throwing ultra-realistic axes as a weapon removes the risk of bloodsucking in the extensive 3-D game play.

MANIX

A souped-up version of the classic Q-Berating, this has you jumping around the homeworld 3-D blocks to change their colour, requiring a combination of quick reflexes and accurate aiming.



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NEXT MONTH

COMING NEXT MONTH AND EVERY MONTH!



Roy... never before in his life had he anticipated such an opponent. Cut, bruised and sore from a relentless battle with the infamous M. Bison, the humiliate of defeat and possibly even the eternal fate of the Queen Roper Universe the president of his mind's eye.

"If only you'd bought **AMIGA FORCE**," muttered a pining individual. Through blood-soaked papers, Ryu bowed contently and recognized the figure as Hector, star of infamous Rome AD992. "I'd have bought a better magazine," continued the sorry despondent. "I would still be a slave unfortunately - and not one of those. Thanks to the tips contained in issue 3, I'm a valued member of the community, as well as a friendly robot. If you'd taken the time to look so well, you could have used the four-page Street Fighter II guide to help you in your competition."

Gladly, the warning proved to be too late, too late, as Ryu was struck down by his obviously **AMIGA**-reading opponent before he could finish his subtle application. However, there's a no need for the same thing to happen to you! **AMIGA** will tell you in the magazine to read if you want information (and useful) game-breaking news and action. For example, issue 4 will contain...



THE CHAOS ENGINE

Hopefully, this violent weather will be ready for review next month (we won't review it if it's not finished). Shooting things has always held a special attraction with us, and this Sitnup Brothers production looks set to feel the office bloodiest yet again. Repeat!



LEMMINGS 2 — TRIBES

You're back! Funny, irresistible and terribly suicidal, the Lemmings are dying to be recruited in **AMIGA FORCE**. With a plethora of new skills and abilities, the mischievous little bighorns will have you hearing your hear out again (if you've got any left after the first game!).

PLUS...

All your favourite sections: Gung Pookin, Lemmings Lethal, Rush Pickings, Budget Bargains, Ten (steps for breath) basically, all you need to fulfil your gaming-playing needs!

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